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insideYS

COVER GAME



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HINTS 'N' TIPS

CARTOON

The YS Round-up Review (Yee-har!)

SCREEN SHOTS

YS Goes Ape!

536 Prizes Up For Grabs
A compo on every* page!

And just to get you started, win ten copies of Gremlin's *Auf Wiedersehen Monty*!

1 Which of these does not mean the same as "Auf wiedersehen"?

a) Au revoir?
b) Ciao?
c) Hello?



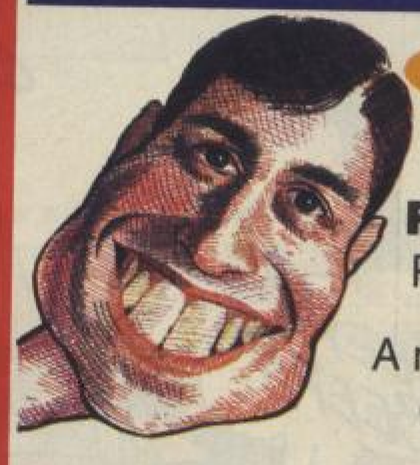
Okay, you're away — zip along to page 56 and bung your answer down, and find out how you can with some of the other 526 prizes.

*Well nearly

REGULARS



MEGAGAMES





MAPS!

Adventures

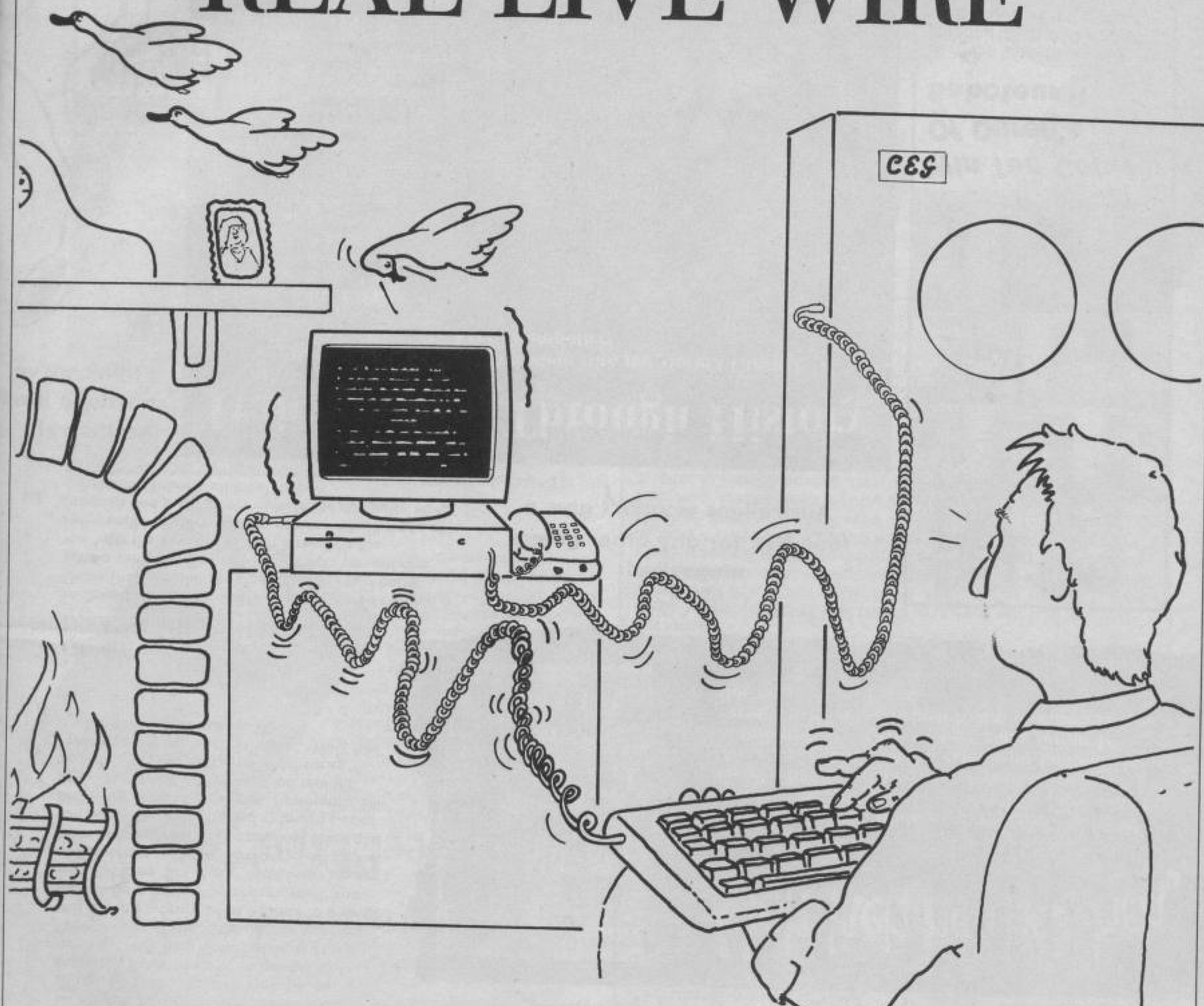
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G'day! Here's Major 'Wild Bill' Stealey, boss of rootin' tootin' simulation Americans, MicroProse. In between shootin' down commies and other assorted pinko rats, Wild Bill Hickok is the man behind such ripper sims as *Acrojet*, *Solo Flight* and *Silent Service*, (What, no *Flying Doctor*? Well, tie me kangaroo down!) as well as being Chief Advisor to the Joint Chiefs of Staff at the Pentagon. So if you wake up one morning and find the world's been mushed to a dingo's brekkie by a nuclear holocaust, you'll know who to blame. But Major 'Mad Dog' Stealey's got problems with the Germans — his games have been banned from open sale there and can now only be purchased in brown paper bags from under the counter. Apparently Billy boy's games are considered "too realistic", and are "likely to encourage anti-social behaviour among German youth". Well, bite me tucker bag and call me Aled!



Hey, this bonzer tape has made the office Spectrum go all wibbly. Oh, it's not a game... it's... music! Blimey! A Mastertronic £1.99 cassette with boppy music on it! What is the world coming to? Hmm, it's pretty good though, this *'Heat Of Soul'* music. And there are tapes for all musical tastes — Rock, Soul, Country, Golden Oldies, 50's and 60's... music to shrink your strides in the bath to! So, rattle your dags down to your local Boots, WH Smith, and even your newsagent! Oooo, stannnnddd bah meee, woooоOOOooo...



"My name is Bond, James Bond. If you move I shall have to shoot *The Living Daylights* out of you... and that's the name of my new film. And, of course my new game from Domark. We had a wonderful time in Tangiers shooting this exciting closing sequence, and it looks really jolly good on the film. You can see for yourself after the 29th June, 'cos that's when it's out, and that goes for the game too! Oh well, better go and fend off some more character actors... cheerio! Blam blam blam!"



Heh heh heh heh heh...

Read all abaht it! Bloody Whitechapel! Murders! Another helpless female victim! 'Red Jack' still at large! CRL to produce new adventure game, *Jack The Ripper*, based on the exploits of London's most notorious killer! CRL says it's going for an 18 certificate from the British Board of Film Censors this time! Extra! Extra!

GENIE MULTIFACE DISASSEMBLER 128

Jackeroo! Hackers be warned. If you haven't gotten a Genie Disassembler for your POKES, you'd better getcha self one! And now you 128ers can get one too, with the new Genie 128! It really is the indispensible hackers helper, usable with all types of program and it sits totally outside the computer inside a Romantic Robot Multiface! Ripper!

Australians wouldn't give a four-Hex for any other games magazine!



Win Ten Copies Of Durell's Saboteur II

3. Which astonishingly dreadful heavy metal band were known as the 'Sabs'?

a) Whitesnake?
b) Black Sabbath?
c) Mel & Kim?

Well, they can't all be easy, can they? (Ho ho). Now grab an axe and kerranng your way to page 56 to fill in your answer!

I think we've overdone it with the sherry!



Trainspotters Through History

An irregular series in conversation with the World's Greatest Ever Trainspotters.

4: Dame Edna Everage



"Hulllоооо darlings! Well, possums, it's so nice to be here in this fluffy little Your Sinclair. *Dame Edna, Housewife Superstar ... a trainspotter? Yes, my little fruitloops, gladdies and blue rinses... now it can be told! I was first touched by these long, rusty, gently steaming locos when my husband, Norm (who, as you know, has never been blessed by the best of health) had a transplant prostate shipped from Wagga Wagga to Sydney on the Trans Marsupial Express. I was enthralled, darlings, gripped by the gladdies, as the gigantic thrusting engine interposed itself between the nestling platforms of Sydney Central Station. I was beside myself with anticipation, and Madge's hat blew off... ah! The prospect of Norm's groin being hauled across the virgin outback by this masculine mechanical monster set me all a-quiver... and from that moment on I knew I would always have a soft spot for railwaymen..."*

Up jumped a

FRONTLINES

right by the billabong...

G'day cobbers! In honour of the bonzer Australian Bicentennial, we're feeling a bit antipodean, so strap back your wallabies and tie your kangaroos down, sport, 'cos here are the wizards of Oz!

EDUCATING ARCHIE



Ah, ripper! Robotics rears its metallic head again. Meet Archie, a build-it-yourself robot who's been designed to give you a peek into the world of industrial robots (like the ones that build Italian cars). So, does this mean that Archie stops for tea and tucker breaks every half hour, works to rule, sticks pictures of curvy female robots in his locker and drinks 12 pints of industrial strength oil every evening?

Dunno, but his makers, Oxbridge Technology, reckon he's ideal for education, training or just pure fun. Once you've put Archie together all you do is connect him to your power pack and work him from your Speccy. Only one snag — you'll need a cool £220 (what's that in tinnies?) to buy Archie's services, and that doesn't include the tucker! If you're interested, contact Oxbridge RDA, Breckland, Saxon Street, Linford, Milton Keynes.

MOOLAH!

Hey sport! Are you turned on by spondulicks, or do you just flick the switch in your back? Do crisp tenners make you throb with excitement? Then you may be interested to hear about the fair dinkum offer recently made by the software house Audiogenic. The company's looking for programmers and there's a nice little incentive for anyone who gets something accepted. If your game goes into the top ten of the Gallup/Microscope chart (as used by YS), you'll get a free Commodore (ptui!) Amiga A500, worth over 500 quids! And if your game gets to number 1, you'll get an Amiga A2000, worth £1500 (wagga-wagga!) — that's the kind of machine that does all those chipper graphic effects you see on the telly! Well, I'll be lower than a wombat's belly button! For details, drop a line to Audiogenic Software Limited, 12 Chiltern Enterprise Centre, Station Road, Theale, Berkshire RG7 4AA.

Free! Free! Free!

That ripper company, Nexus, has lots of free posters of the cover pic from its game *Hades Nebula*, and it wants to give them to YOU! All you have to do is send a large (A4) sae to: *Hades Nebula* Poster Offer, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. But wait, there's more! If you're one of the first 100 people to get a poster, you'll also be sent a coupon to get either *Nades Nebula* or *Micronaut One* for the amazingly cheap price of a fiver! Too right sport, no worries!



G'day

Sun-er-rise, come in de mor-ning!

Oddball Software Release Of The Month Award must go to Ocean, for its purchase of the rights to write the official computer game of Oliver Stone's Oscar-winning Vietnam movie, *Platoon*. Bad taste or what? Well, maybe not, because Ocean chairman David Ward says it "intends to treat it sympathetically". Exactly how Ocean'll get a sympathetic but still racy and exciting game out of the horrors of Vietnam remains to be seen.





Win 25 Copies Of Hit-Pak's *6 Pak*

2. What was Scooby Doo's favourite food?
a) Raspberry yogurt?
b) Roast beef, roast potatoes and Yorkshire pud?
c) Scooby snacks?

Now bung your answer on the coupon on page 56. Scooby dooby doooo!

FUTURE SHOCKS

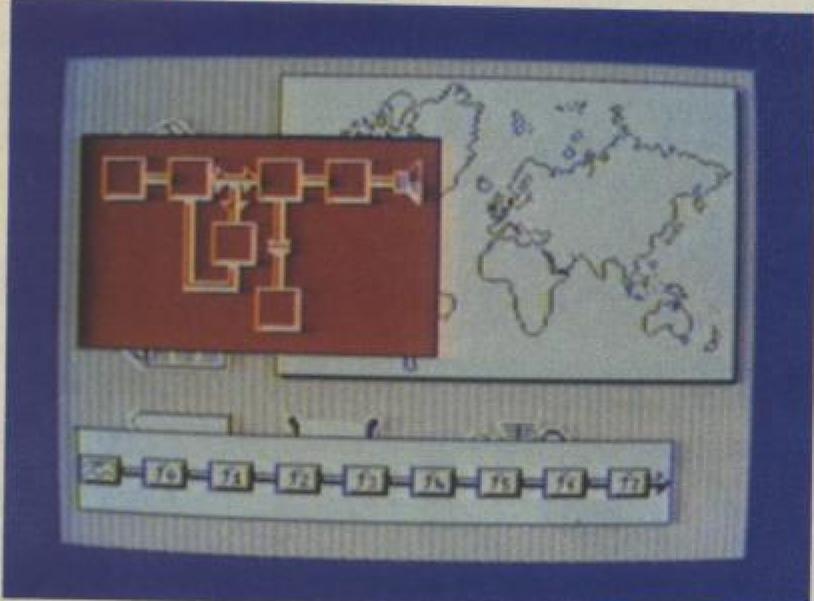
Good morning Mr Phelps. These are the games that'll be coming out in the next few weeks. This tape will self-destruct in five seconds. Good luck Jim.

THE ARMAGEDDON MAN

It's one of those mornings. The tits have pecked a hole in the milk bottle tops, the postman delivered your long awaited farting keyring to the kid down the road and someone stole the plastic Snugglebumm™ out of your packet of Coco Pops. And to cap it all, the world is poised for nuclear disaster and you're the one who's got to stop the destruction of mankind – The Armageddon Man!

It's 2032, according to Martech's new nuclear-powered game, and sixteen superpowers have joined together to form the United Nuclear Nations (UNN) in a desperate attempt to restore peace. They've planned to encircle the world with a network of satellites controlled by a huge sophisticated device called Olympus. You, as the Armageddon Man, are the Supreme Commander of Olympus and must try and reduce the chances of war breaking out between the superpowers.

By selecting various icons on-screen you can choose where to put the two type of satellite, SDI and Big Bird, to monitor military movement, get information about any countries' situation, intercept coded radio messages and to communicate with the leaders of the superpowers. You must also make sure you get on with the leaders of the superpowers so they act on your advice — otherwise all hell may break out. To make it a little easier Martech has included a full colour map of the world and little stickers so you can monitor the alliances between nations before they escalate into World War. *The Armageddon Man* should be geddon out in the shops at the beginning of July, priced £12.95.





NINJA HAMSTER

Aaaaaa-eeeeeeee-eiiiigh! Nibble, nibble, Yaaaaaaa — tsiu gnash, nibble, gnash. Eat yer heart out, Roland Rat, – CRL's bloomin' June release, *Ninja Hamster*, is one to get your teeth into. Not so much Gerbil on a stick as Ham Chop, *Ninja Hamster* (presumably an oriental cousin of Mighty Mouse and Secret Squirrel) has returned from his foreign conquests (the bloody mires of Essex, the Wastelands of Claygate, you know the kinda place) to find his village terrorized by the likes of Sinister Rat and the Lizard of Death, and a squillion other truly diabolic nasties. Well wicked, old chap. But is our rock-steady rodent really yummy custard yellow through and through? Not likely! Freddie Starr'd think twice before eating this Hamster! In a kind of X-rated *Rag, Tag And Bobtail*, our Ninje goes into a fury of flying fists, palpitating paws and gn-gnashing teeth that makes this an upper cut above other karate simulations. And at £7.95 a throw it's cheaper than any Bruce "Big Choppers" Lee video.

M A G • M A X

Wossis? Mrs Thatcher meets Mel Gibson? What a horrible thought! Like eating Ricicles with tomato ketchup (*Mmm, yummy! Ed*). But no, this is another of Imagine's arcade conversions — the curious name hiding the fact that it originates from those inscructable chaps in the Land of the Rising Yen, Nichibutsu (bless you). Mag the Max is in fact a secret robot project in all that remains of the galaxy's civilisation, which seems a little drastic. He's in bits and pieces all around the planet, and you have to put him back together again to zap the robots who've taken over. And it's a big galaxy. Watch out for the Mag Max review in the next issue — meanwhile the game's out now, at the usual Imagine price of £7.95.





Win Ten Copies Of *Slingshot* From The Power House!

4. What is a 'Singapore Sling'?

a) A rather grooey sweet cocktail?
b) The winner of the 2:30 at Kelso?
c) A type of sandal they wear in the far east?

Cinch, huh? Now sling your hook to page 56 and prepare to meet thy doom!

FUTURE SHOCKS

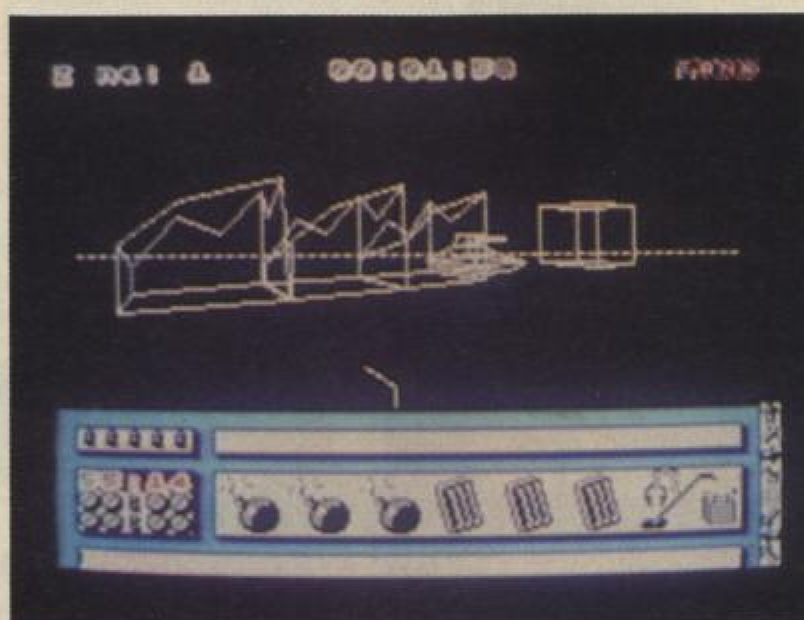


FALCON
THE RENEGADE LORD

No time to Toulouse! *Falcon — The Renegade Lord*, the latest zowie arcade from Virgin, should be in the shops even as we share this precious, most intimate of moments. Set in 3033AD (so you've plenty of time to save up), as special agent Falcon, the aim of the game's to get another feather in your cap and stop the renegade Time Lord disrupting the future with his fettling around in the past. Although this sounds like a cast-off Dr Who plot — and in its use of eight times zones it's not a million light years from *Dr What — Falcon* is, in fact, based on the popular book series by Mark Smith and Jamie Thompson. When he's not blasting his way round the seventy screens in his Falcon Wing craft, Falcon can jetpack to his heart's delight, banging away far into the future. But for now, it's Time! lurdies 'n gennelspoons, that'll be £7.95 for *Falcon — The Renegade Lord*. Mmmm, can anyone change a Betelgeusean borodnik?

CATCH 23

Cool! It's vector graphics time! Do you remember when people said "oh no, you can't do veccies on the Speccy, it just ain't possible, chum" and then ordered another G and T. Yes, so do we. Nowadays, every game and his dog has megafast vector graphics, and *Catch 23* is no exception. It turns out that the enemy's CK23 orbital interceptor is operational. Which means that unless you can destroy the test development site where it's put together, you're not going to be able to blow your enemy into irradiated molecules. Oh well. So in you go, through the armed patrols, tanks, electric fencing and surveillance cameras, to do your dirty deeds. But there's more to it than that, far more. It all sounds very interesting, and it'll be out from Martech some time this month (or possibly next) at £8.95.



WIZ

We're off to see the *Wiz*, the wonderful *Wiz* of...where? The mythical land of Midgard, no less, just over the hill from the land of Mudgard. 'Cos this is the latest bag of tricks from Simon Price, who with Mike Lewis was responsible for the comic strip adventures *Redhawk* and *Kwah!* You're just a grubby little Level One Magician, but you have ambitions — you plan to become a Level Five King Wizard, and then we'll see who's in charge! You wiz round the land picking up runes (oh no, we haven't got the runes again, surely?), occasionally being sucked into the hideous world of Niflheim, whose 'orrible misshapen inhabitants you must fight off. *Wiz* should be oozing out from Melbourne House as you read this, at a groovy £7.95. Sounds the biz, doesn't it?



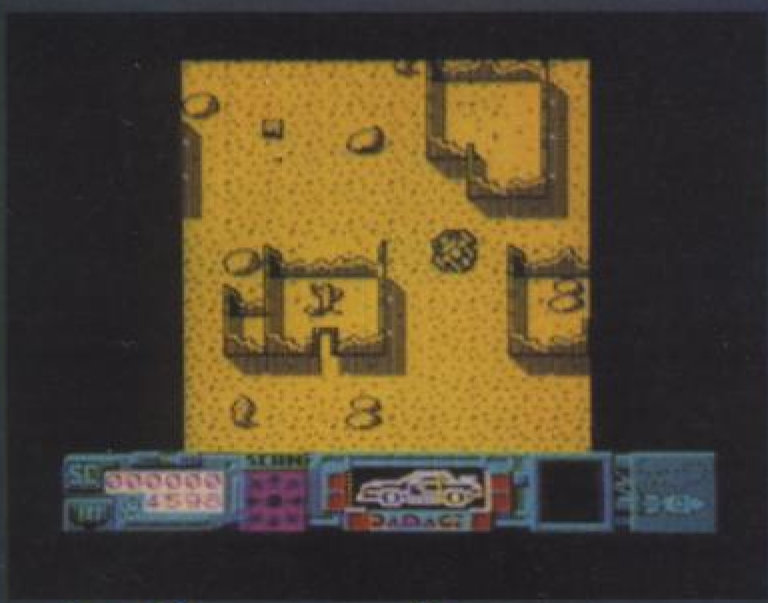


Win 25 Copies Of Virgin's *Falcon — The Renegade Lord!*

5. What is Richard Branson's record-breaking boat called?
a) Virgin Atlantic?
b) Virgin Challenger?
c) Virgin Ontheridiculous?

Now sail off to page 56 and hoist yer mainsail!

FUTURE SHOCKS



MASK 1

You've seen the TV show, you've read the book, you've sneered at the toys and you've eaten the doughnut — now here's the computer game, courtesy of Gremlin. MASK agent Matt Trakker is on the trail of VENOM, the Vicious Evil Network Of Mayhem, after a massive battle with that cheery organisation devastated the earth. Clumsy clots. Unfortunately VENOM won, and kidnapped every MASK agent except for Matt, but in the way that all villains do daft things with their captives instead of just killing them, they scattered the agents throughout history. So Matt's got to go and get 'em. Sounds like good gritty fun, and it's out in July priced £7.99. This screenshot shows Matt in his trusty Thunderhawk craft blowing up a hostile helicopter.

The Last NINJA

Oh go on. If this is the last, the final, the very ultimate of all ninjas, then we'll eat our ten gallons. Braised in a cream sauce with carrots and courgettes. But of course it won't be (System 3's probably planning *The Last Ninja II* even as we speak). This one's a mite out of the ordinary, though — a sort of Filmation arcade adventure with whizzy graphics and a plot. The Commodore version has 2900 sprites (dunno about the Speccy yet) and the whole kit and kaboodle weighs in at 130 screens, which'll take at least six loads! Wagga wagga! The Spectrum version's being coded by Phil Churchyard, with graphics by Nick Cook, Focus' own slow left-armer, and you'll see it in July at the earliest, for a cool £9.99.



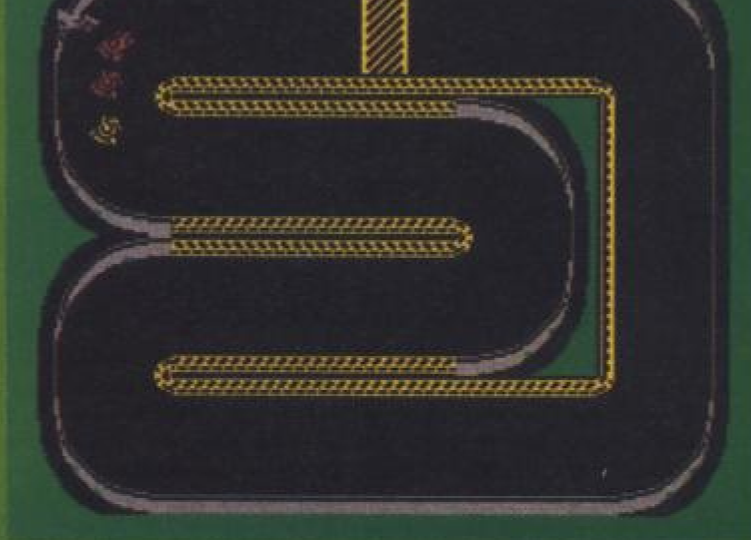


INDIANA JONES & THE TEMPLE OF DOOM

Good name for a superhero, Indiana Jones. Shorter than California Jones, more pronounceable than Iowa Jones, less silly than New Mexico Jones — a good choice all round, in fact. And now, after appearing in two films that looked just like computer games, here he is in a computer game that looks just like...a computer game! It's out soon from US Gold, and it's based on the coin-op of the same monicker. That's all we know, but take a purveyors of meat at this tasty screenshot. But where's Danny DeVito? (*Wrong, film fool. Ed*).

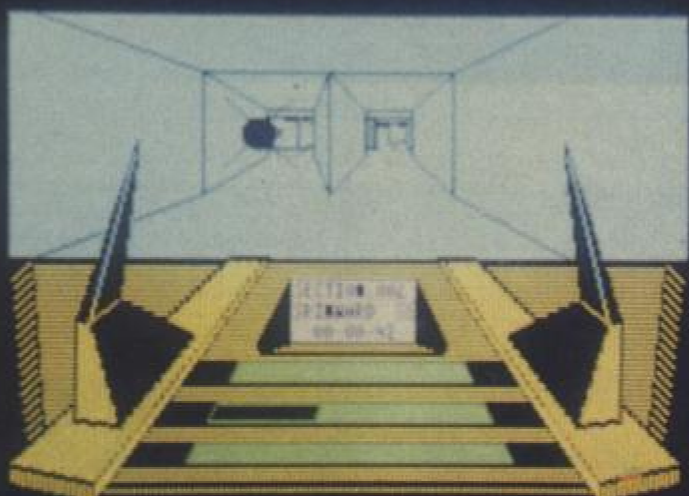
SUPERSPRINT

A very early preview screen from Electric Dreams' latest coin-op conversion, which should be haring into the shops around September time. *Supersprint*'s an updated version of those old race games you used to play, with eight unique tracks and loads of extra goodies to spice up the action. More news in later editions — but we can tell you now that it'll it set you back £9.99.



FUTURE SHOCKS

MICRONAUT ONE



Coo! Ever wondered what Pete Cooke's been up to since *Tau Ceti* and all its various versions, sequels and so on and so forth? We thought he'd set up home in the Bahamas and was tastefully sunning himself, surrounded by staggeringly attractive 19-year-old lovelies catering to his every whim. Or possibly not. What he's actually been doing is dreaming up *Micronaut One*, his debut for Nexus. And what a bit of alright it looks, too.

You are a very teeny robot indeed, floating around inside a massive computer ferrying chunks of energy from one Energy Transfer Unit (ETU) to another. Energy levels fluctuate constantly, probably because the whole place has been infested by aliens who breed constantly (oo-er). Eggs become crawling larvae, which turn into jelly flies and then into black eggs which form energy-draining webs, as well as producing ickle baby eggs which then go through the cycle themselves. Bleugh. To clear each of the four levels you must kill all the aliens and keep all the ETUs' energy levels stable, or otherwise they'll get very upset, stamp their feet and sulk.

As you can see, it all takes place in a network of passages that you must zoom through like a ferret after a rabbit. We've seen what amounts to a late demo copy and it resembled a faster and more playable *Hive* with prettier graphics and a few less keys to worry about. *Micronaut One* should be ready and available now — we hope to have a review in next month's issue.

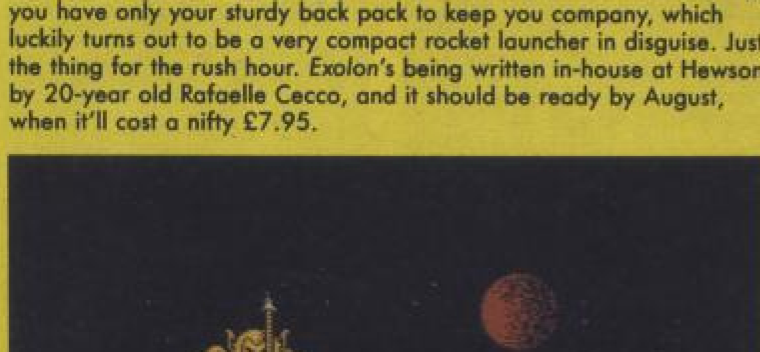


WONDER-BOY

Here's the next of Activision's Sega coin-up conversions, as promised in *T'zers* a month or two back. *Wonderboy*'s a superhero in a nappy — well, if Superman can do it, why can't he? — and he's trying to reach his girlfriend across some remarkably hostile territory infested by snakes, fires and killer bees. But hang on a mo — he's only about six months old! How on earth does he have a girlfriend? (A Colonel writes). Damn permissive society! Good Lord, in my day we weren't allowed even to talk to a member of the opposite, er, sex until we were 35 years old! I blame it all on this pop music they all listen to these days! And television! National service, that's what they need! And church, every day! (Thanks very much. Anyway, *Wonderboy*'s due out in early June, in other words now-ish, and it'll cost £9.99).

Exolon

Wot? Another scrolling shoot 'em up set in outer space from Hewson? Yup, but look at the graphics! Wagga wagga! *Exolon* finds you stalking the surface of an automated planet blasting away aliens. (*Now there's a thing. Ed*). Where? I didn't see anything. (*Shut up. Ed*). Avoiding an odd assortment of hazards (pneumatic hammers, shattering birth pods — yuk — and bullet spraying gun emplacements to names but three), you have only your sturdy back pack to keep you company, which luckily turns out to be a very compact rocket launcher in disguise. Just the thing for the rush hour. *Exolon*'s being written in-house at Hewson by 20-year old Rafaelle Cecco, and it should be ready by August, when it'll cost a nifty £7.95.





Win Six Copies Of *Hades Nebula* And Six Of *Micronaut One* – Both From Nexus!

6. According to Greek Myth (and his Mythis), what's the name of the river you have to cross when you die to get to Hades the underworld?

a) Styx
b) Stoans
c) Brayk
d) Boans

Yeah, but words will never hurt you if you move to page 56 and fill in your answer now!

NEXT MONTH...

...well, we're still waiting for our first peek at Domark's latest bit of Bondage, *The Living Daylights*, and Argus' *The Tube*. Plus news of Ariolasoft's *Challenge Of The Gobots*, US Gold's *Road Runner* and some very interesting new games from Elite. We hope. It's a hard life running a computer magazine. Did we ever tell you about (*That's enough self-pity. Ed*).

MUSIC BY MAIL

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LETTERS

EVERY ONE A WINNER!

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

This month's top three Hit List *games for the star letter. All letters win a* YS *badge*

CH-CH-CHANGES

Just what is going on at the YS office? Every month when I buy *Your Sinclair*, something has changed. Some changes are for the better (T'zer taking over as editor) (*Hear, hear. Ed*), some are for the worse (the price going up 5p) and some changes just don't make any sense (like Sportscene Specialist Press changing its name to Dennis Publishing). There also seems to be a new Art Editor every month. First there was Martin Dixon, then there were Martin Dixon and Caroline Clayton, then just Caroline Clayton. Now in the May issue, we're told that there is a senior Art Editor called Hazel Bennington. When is everything going to settle down?

Robert A Wilkins
Carmarthen, Dyfed

PS Just what does Kevin Cox do as Man Ed?

And here are your answers, in reverse order. 1. Absolutely nothing. 2. By George, I think we've got it — a new Art Editor called Peter. 3. By changing the company name to Dennis Publishing we can now make naff jokes like Anyone for Dennis? or Dennis Elbow or... (Snip. Man Ed). Oh, yes — that's what he does. **Ed**

BLINDED BY THE LIGHT

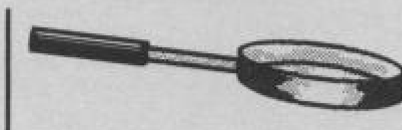
Just got the May issue of the terrif super wacky YS mag. I think it's really super, great. What a great, super... (*More, more! Ed*).

I've only recently discovered YS. I bought a couple of the other mags but got fed up with being ripped off. But this *YS*, well I'd pay £5 for a copy (*Crawler. Ed*). I'm hooked on adventures at the moment but have been known to play other games. I think the section on adventures in the mag is very good and all the game reviews are excellent.

Program Power and *Task Force* are pretty good too, but could you tell me where I could get a magnifying glass! I get eye strain reading the small print and a headache keeping my 10x50 binoculars tied to my head (where's my white stick)?)

Well, the Easter present *Road Race* is just the thing my +2 was waiting for. What about a Whitsun present, a summer present, an August bank holiday present, a birthday present (September 19th), a Christmas present and a New Year present (in a case)?

R Levers
Clifton, Nottingham



Well, it just so happens that the summer present is a free cut-out magnifying glass — perfect for reading small print and the ideal gift for any budding trainspotter. **Ed**

WORRA BOMBER

What a disappointment I had when I bought *Bomb Jack II*. It had hardly anything to do with *Bomb Jack*, which was excellent, fantastic and brilliant. You can't jump around whenever you want to, instead you must line up under the platforms. You don't even get any bombs. And what happened to those little men who walk around? Now there are miniature dragons who walk around like mummified midgets. And Bomb Jack himself is almost microscopic. The only good thing about *Bomb Jack II* is that *Bomb Jack* is on the other side.

Stephen Ward
Llanelli, Dyfed

Oh. Well, I'm sorry you're not chuffed with Bomb Jack II. *Perhaps if you'd have consulted your issue of* Your Sinclair *before buying it, you might have been swayed to spend your dosh on something else. It got an overall 6, and wasn't a Megagame! What? You didn't have a copy at the time?!? Huh, I think you know what to do!* **Ed**



Win Four Copies Each Of Palace's *Barbarian* And *The Sacred Armour Of Antiriad!*

7. What and where is the Barbary Coast?

a) The Mediterranean coast of North Africa, centre of piracy between the 16th and 19th centuries?
b) An exclusive holiday resort in Portugal, full of Germans.
c) A bar in Aberystwyth?

Where now? Forsooth, to page 56, of course, where thou must sign thy monicker upon the parchment provided.

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



This month's cartoon's by that off-white guy, Victor Bell, from Clifton, York.

LETTERS

TURNING TURTLE

I like *YS* very much, in fact I have bought every issue so far. One (or many) problem(s): the staff are topsy turvy and some of the things that you put in the mag are tipsy. First of all you give such a brill game called *Gunstar* really low marks. What kind of mark is 5 for Value For Money? It should have been at least 8. That makes ten per cent on the Tipsyometer (my new invention). What's more, you've still printed that topsy turvy 6 in the charts for *Kai Temple*. That's another 20 per cent on the Tipsyometer. I'm a good friend of Arnold Schwarzenegger, Sylvester Stallone and of course Monty, so if you don't print this letter then I'll set these macho men (and mole) onto you.

James France
Huddersfield, West Yorks

PS I got the words topsy turvy and tipsy from the *Auf Wiedersehen Monty* preview (Monty won't mind, will he?)

Who are you calling Topsy Turvy? **Ed**

OCH AYE

If you at *YS* are so brill how come you make mistakes every month? Do you do it so all the little trainspotters have something to do? Or are you just stupid?

A wild haggis in Scotland
(aka Michael Ross, Prestwick)

You're not a very intelligent haggis, are you? It's obvious — we make mistakes to keep wild haggi like you busy writing idiotic letters to us. **Ed**

BLOW YOU, JACK!

I only started reading *YS* in April, so you can tell I'm a bit of a wally. Could you tell me why they call you T'zer, not that I don't like it but you sound a bit of a wally. Plus, could you please please print another photo of yourself, so I can see for myself why they say you're beautiful. By the way, *YS* is brill.

David Jack
Airdrie, Lanarkshire

PS I think this letter is worth a badge.

Sorry but I don't. I am not a bit of a wally and they say I'm beautiful 'cos I am. By the way, who are they? I'd love to meet them. **Ed** *For a photo of our glorious leader in eye-stretching black-and-white, see the next letter.* **Phil**



TRAINSPOTTER AWARD

MOLE IN THE HOLE

Oi — you! How about giving us a fair chance with the compos — like the *Auf Wiedersehen Monty* one. I quote: "If you'd like to get your paws on a set, answer this simple question: Are moles blind or deaf?" So there's me thinking away and then an idea hit me (ouch). I looked in the *Junior Encyclopaedia of Nature*, and on page 196 there it was, a lot of rubbish about moles. I scan the page, and what do I find? Yes! The book says moles' eyes are hidden by their fur as are their ears. So unless a mole's ears are for doing his natural bodily functions with, moles are neither blind nor deaf, and I claim this month's Trainspotter Award.

Stephen Collins
Lisbon, Portugal

PS Can I say hello to James and Philip if they are reading? No? Oh well, I didn't think I could.

Whisper... Ah... yes... well, here... I am... up to my neck in a... molehill... and I can see... with my own eyes... a mole coming towards me... Hello? Hello there! Do you know me? (rustle rustle) As... I suspected... either totally blind... or just... very very stupid... ah... yes... 'Cos I'm David... not... Russell... ah... **David Attenborough**

ALL MIXED UP

Super-person (none of your sexist rubbish here) who works for the Daily Planet wears his nickies outside his trousiz. Some-person who works (worked?) for you wears his piccies back to front! (*YS* May 87 — page 7 — *Dogfight 2187*). Please dispatch a post-person immediately with my trainspotter award.

The Wizard of the Northern Marches
(aka Jack Trollope)
Sleaford, Lincs

PS I still think that the little adverts that said Strip Teaser were misspelt, but nevertheless a good idea!

PPS Isn't it strange how they've vanished now that you've taken over as Ed?

Very well spotted there, but then, since you're a wizard, I'm not really very surprised. It's young Darrell, the designer, you see. He has these terrible problems with his eyes. We don't like to mention it too much but he does tend to get things up-mixed. We tell him to wear his glasses, but he just won't listen. However, as his penance, he'll be sending you your trainspotter award just as soon as he can get things sorted out. KO? **De**

CHURGLIKKIN' GOOD!

Imagine my surprise when I bought the May issue of *Your Sinclair*, got home and read through *Future Shocks*. Gasp, I thought, it can't be her, but yes it was — T'zer is now starring in a new game. First there was *Samantha Fox's Strip Poker* (slobber, drool) and now there's T'zer under the false name of Churglik in US Gold's new game *Psi-5 Trading Company*. Don't believe me, huh? Well, turn to page 9 in the May issue and there she is along with the rest of the YS team.

David Bowden
Altricham, Cheshire

PS I also have a POKE for *Road Race* to stop cars overtaking you when you've stopped. It's POKE 56093,0

Actually, you're mistaken. I am, as everyone else has no doubt worked out, the model for the young and lovely Nargo. So ner! **Ed**

BRING BACK MAX!

A few days ago, one of the worst things to happen in my life occurred. I get my YS delivered from the corner shop, and one day they got me mixed up with the boy round the corner who gets *Sinkplunger User*!! It was the most awful bit of trash I'd ever seen. I took it straight back, of course, and thankfully got wonderful YS the next day.

Just one thing would improve it though — get Max Phillips back!! I totally agree with Muhammad the Banana! Keep T'zers but put it somewhere else. Max was one of the high spots (*What about his other spots? Ed*).

Thanks a bunch for the Easter prezzie. I can only get on to level two but who cares — it's great.

Paul Galpin
Gidding, Cambridgeshire

What a terrible thing to happen to one so young. I don't know who to feel more sorry for, you, or the boy round the bend — oh, sorry, corner. Hopefully the YS badge I'm sending you will help you recover from the shock! **Ed**

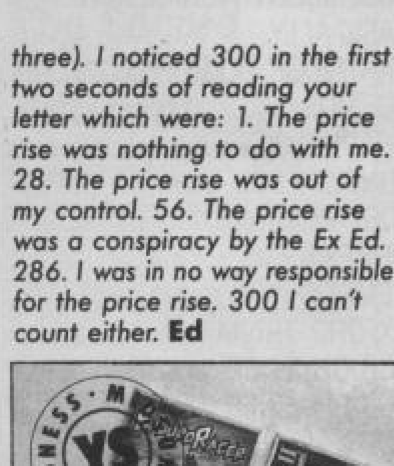
BIG T-ZER

I have noticed in the last ten seconds (that's fast) five annoying things so I decided to put pencil to paper (*Why have you written in biro then? Ed*).

1) April 87 issue, p100, reservation order, quote "only 95p", actual price £1.
2) Price going up with new Ed's takeover.
3) People writing about the Spectrum+2's music. The normal 128 can do it too.
4) The fact I can't count.

Big T
Uddingston, Glasgow

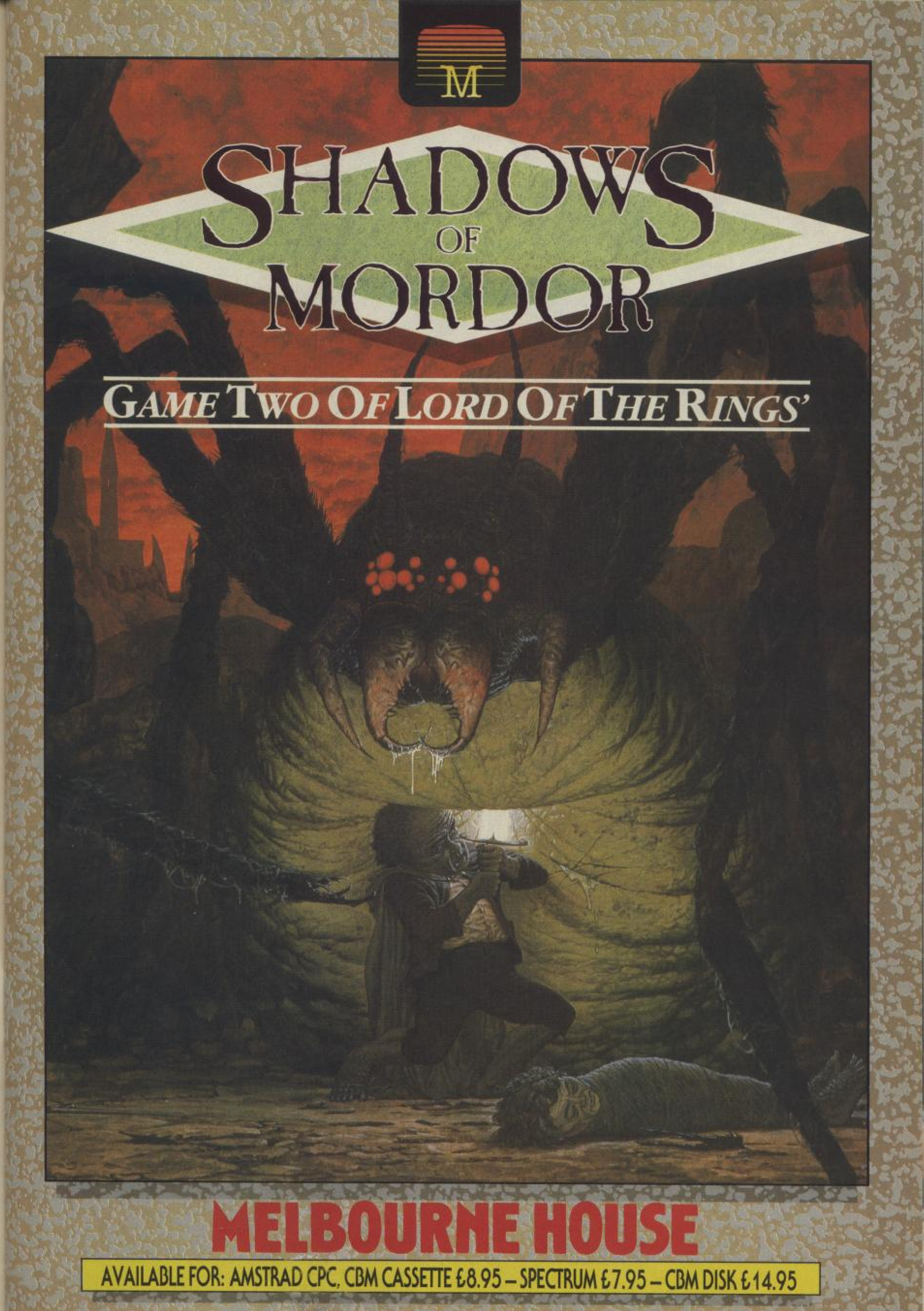
Huh! Only five annoying things (which actually turns out to be three). I noticed 300 in the first two seconds of reading your letter which were: 1. The price rise was nothing to do with me. 28. The price rise was out of my control. 56. The price rise was a conspiracy by the Ex Ed. 286. I was in no way responsible for the price rise. 300 I can't count either. **Ed**



Win Five Copies Of Activision's *Enduro Racer* And Five Of Electric Dreams' *Star Raiders II*!

8. Who wrote *The Interpretation Of Dreams*?
a) Clement Freud?
b) Sigmund Freud?
c) Clement Attlee?

Zzzzzzzz... wake up! Move directly to page 56, do not pass Go, do not collect £200.


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LETTERS

CLEVER TREVORS

After reading the review of *Enduro Racer* in the April edition, I quickly went out and bought it. Wow! What a game! The speed is unbelievable, the graphics are terrific. Your ratings out of ten were truly justified. And I have also beaten your record for the first stage. My time is 0:47:77, so there, but I can only do 91 per cent of the second stage.

Graeme
Invergowrie, Dundee

Yes, I thought we'd get one or two letters about this. 47.77 isn't so bad — virtually unbeatable, I'd have thought — unless you know better, of course...

I've beaten your record of 47.9 seconds on *Enduro Racer.* Try beating 45.4 seconds then. Not bad for a new +2 user of only four months is it?

David Ashmore
Tividale, Warley

PS Even my dad's beaten you lot by a second.

Ha! You think you're smug! Just you wait...

On my first go I cleared *Enduro Racer* in 43.9 seconds and my best time (so far) is 40.11 seconds. Beat that anyone? This proves that your reviewers are mega rubbish at this game.

Kieron (Psycho) Butcher
Wellingborough, Northants

Wrong, 'cos we're skill. But can anyone do better...? **Marcus**

BADGERING AWAY

When you send out YS badges, please could you enclose a short letter telling the person which issue their letter has been published in and also which section of the magazine.

There is nothing worse than a badge just arriving out of the blue with no explanation as to why it has come.

Robert A Wilkins
Carmarthen, Dyfed

Other than not getting a badge in the first place, of course. I would have thought it would be perfectly obvious why a badge has arrived. Surely you can work out that it was because you had a letter printed. Therefore you should be able to work out which letter it was. Anyway, haven't I seen that name before? **Ed**

FROM THE 'ART

Bring back the ex-Art Editor! Down with Caroline Clayton! Shoot Phil South! Give Max Phillips a haircut! (Boy, does he need one.) Okay, okay what Smart Alec printed that lousy picture in the April issue of some gormless-half-nerd-who-couldn't-even-win-a-booby-prize-at-a-Mr-Puniverse-contest-even-if-he-tried-to and said it was the ex-Art Editor! And even had the cheek to call it "T'zer's Tasty Titan this month". Well, all I've got to say is that a) T'zer you've got bad taste and b) I don't believe that was Martin Dixon 'cos everybody knows he wears glasses.

However, you still didn't tell me why Martin left, did you? For all I know he could have been hassled out of his job, or even (horror of horrors) sacked, and some quick cover-up job was done to make it look as if he was simply leaving! Don't try hiding it from me! I know the sort of scandal you get up to at Castle Rathbone. You've probably already sold yourselves to *Commodore User* magazine.

Claire 'I love Martin Dixon' Terry
Coxford, Southampton

PS Shoot Phil South for me, preferably in the head. I hate him.

Bang! Thud! At least we agree on one thing. Right, now we've got that out of the way — that was indeed the delectable Martin Dixon, without his glasses, and if you don't believe me, here's a picture of him with his optical devices. I think it's you who's got bad taste, not me. Martin left because he couldn't cope with fan mail — ie not getting any! **Ed**



SMALL PRINT

PS You'd better print this or I'll start World War III
Tim Mitchell,
Blackburn, Lancs
Boom! **Ed**

Do not worry. Do not fear. The Tuxedo Chicken is here.
H Andrew,
Westone, Northampton
Phew! What a relief! **Ed**

PPS Sack Kevin Cox and I'll make the tea.
Gerard Sweeney,
Lesmahagow, Lanarkshire
Done. **Ed**

PS You better print this letter, because it was very hard working writing it.
Stuart Hawkins,
Luxembourg
Nowhere near as hard work as answering it! **Ed**

PPS Who's the piece on the far right in the YS T-shirt ad?
Richard 'Deadly' Pearson,
Pontefract, W Yorks
It's a lamp post, stupid. **Ed**

Please do not publish this letter in the Small Print section.
Robert A Wilkins
Carmarthen, Dyfed
Wouldn't dream of it. **Ed**

IF THE GLOVE FITS...

I claim the title for the longest living character in *Gauntlet*. On April 12 I completed the 99 levels of the first part, without using POKEs and not even reincarnating myself. I selected Thor the Warrior and when I got to level six I already had over 5000 health points. I started at about 10:45am and finished at 2:52pm. I only had half an hour break to have my dinner and watch a bit of *EastEnders*. I axed my way through every level and after encountering 12 or 13 treasure rooms (unlucky for some!) I had battled up a deathly score of 623,607 with healthy health points of 9823. After level 99 it says "play the tape" and I was surprised. I can't wait to get hold of the extra 512 levels and blast the monsters and other foul creatures.

Phillip Hyden
Yelverton, Devon

You may well be the longest living character in Gauntlet, *though I'm sure somebody else out there is ready to claim the title. There's only one problem with your letter — you didn't say what happened in* EastEnders! **Ed**

NOT AGAIN

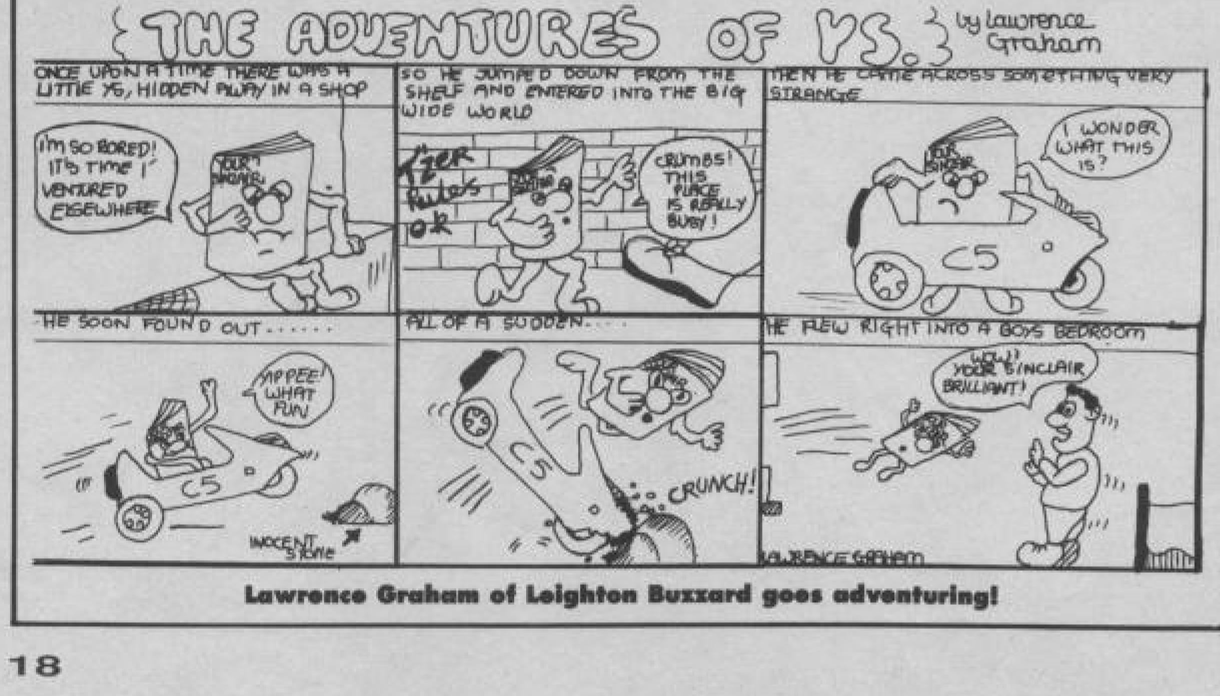
Now you're the new editor, things can only improve. Here's a list of things that would make YS a better magazine:

1) Award the winner of the Star Letter three games of their choice. It's pointless giving them the top three games as it's quite likely that they already own them.
2) Sack ZZKJ as hardly any of his POKEs work.
23) Review compilation tapes, f'rinstance *Hit Pak, Computer Hits Vol 3, Konami's Coin-Op Hits*

Well that's about it really. Below is my full address, so you know where to send badges, games etc.

Robert A Wilkins
Carmarthen, Dyfed

Don't say I never take any notice of your letters. 1. From now on if you put down the three games you would most like to win we'll endeavour to send them as the Star Letter prize, though we can't always promise it. 2. True, occasionally ZZKJ prints POKEs that don't work — so if you send in POKEs, please make sure you've checked them. 3. Turn to page 60 for a round-up review of compilation games. I hope that keeps you happy. **Ed**



Lawrence Graham of Leighton Buzzard goes adventuring!

LETTERS

GOOD GADD!

Would you please explain how you can print a statement as follows — "The free copy of *Road Race* (my italics) is only available in copies of *YS* sold in the UK and all subscription copies" — and yet increase your cover price to £1.50. This would clearly be a case for the Trade Descriptions Act.

As a purchaser of your mag since its very first issue I feel very aggrieved at being asked to pay 50p for a "free" game, which in any case is obviously a game that Ocean decided was not of marketable quality. I presume when subscribers renew you will add the 50p to their subs in order to bring them into line with people like myself.

ML Gadd
Bargoed, Mid-Glamorgan

Ahem! Yep, we're sorry about describing Road Race as a free game when it obviously wasn't. We did our best to excise all such implications, but you know how it is — things just creep through at the last moment. I'm not so sure about your other points, though. If Ocean didn't consider Road Race to be "of marketable quality", it'd never have put its name to it, and neither would we. And no, subscribers don't have to pay extra. For them the game really was free — just another of the many added attractions of a YS sub (plug). **Ed**

THAT'S FISHY

While watching my friend playing *Paperboy*, I noticed a recent issue of *Crash* lying on his bed. I picked it up and started reading the letters page. I skimmed over most of the letters but one of them caught my eye. It was from a boy called Julian P Whiting who had written off to various software companies to find out how reliable they were. Later, while reading back issues of *YS* I found that in the December issue one of the letters was exactly the same thing. What a copy cat! If only I could get my hands on that Julian. But as he's probably a 6ft musclebound oaf I think it would be wise to stay away from him.

Gary Morrow
Clarkston, Glasgow

Worra cheek, eh! Mind you, it all goes to show that the best ideas come from the megabrains who read YS and not from other magazines whose names we could mention. **Ed**

SATISFIED CUSTOMERS

Just a few lines to congratulate you on May's edition. After I went out and bought a couple of new games for about £10 each (which took me six weeks to save), I went and got my copy of *YS* which not only has brilliant news, reviews, programs etc but, lo and behold, a game! Which I hasten to add I now play more than any of my other games, so after paying out £20 for two, I then got one for 50p which to me is value above all.

Davey Brown
Fazakerley, Liverpool

Ta lots for that fabulastic game *Road Race*. I'm not any good at it but it's great fun. I don't normally buy *YS* (sorry!) but that offer made me put my money where the mag was. This supercool computer comic will never make me think twice about parting with my money to get future issues. So keep printing and editing (if that's what you do) and I'll keep paying.

John Swindells
Clacton-on-Sea, Essex

Road Race should have been given a megagame! It's cool! Only £1.50 and I got the May *Your Sinclair* free! (That's a good way of putting it!) I scored 168,654 and ended up in 366th position (I needed 360 to qualify!)

Malcolm Power
Troon, Ayrshire

We had hundreds of letters like this — I'm so glad so many of you really enjoyed your Easter present. Our thanks to Ocean for providing such a wacko game and to you for reading YS. Keep on reading and you may well see another game on the cover. **Ed**

WELL, ROMEOVER!

I'm afraid you've got the wrong end of the (dare I say it) stick about Romeo and Juliet. In reply to Serge Oldale's letter about "Wherefore art thou Romeo?" which you thought meant "where", you covered yourself by saying it meant "why are you called Romeo?"

Wrong.

What Juliet asks is, "Why are you called Romeo *Montague*, 'cos they're my enemies", hence "doff thy name", and "would not a rose be as groovy by any other name?" She means that it's tragic that they can't get together because of their names, not why Mr and Mrs Montague thought that Romeo was a nice name for a boy.

If any of the quotes are wrong it's because it's nearly a year since I did my 'O' levels. However, if you have any difficulty with *Henry IV Part 1*, *Hamlet*, *Frankenstein*, *Lyrical Ballads* or Keats, then please ask, as I'm doing these for 'A' level.

Sorry to go on, but this sort of attitude to literature makes me jolly well stamp on the ground with anger.

Mark Hibbett
Peterborough

S'blood! (Henry IV Part 1). To be or not to be wherefore art thou, Romeo, that is the question. Whether 'tis nobler in the mind to suffer the slings and arrows of outrageous fortune or get the wrong end of the stick about Romeo and Juliet? Or as Shakey babe would say — who gives a monkeys? **Ed**

STARS IN HIS EYES

Recently I've been painting my bedroom, I thought red and white would be nice, and matching carpet and curtains would look good.

Anyway, never mind about that. When I lifted the carpet up last week I found an old newspaper from Thursday May 3, 1984 — The Star — underneath.

I opened it up and found an advert on page 12 in the bottom left hand corner advertising a computer for sale. I'd like to show it to you so you can have a good laugh.

Note the Price Winner tag and the comment "wide variety of programmes available". It makes me glad I bought a ZX Spectrum, looking back. I wonder if we'll be able to say the same about that Commodore 64 in a few years (if we're not saying it already).

Paul Houston
Blackburn, Lancs



Laugh? I laughed my head off. Bonk! And now I can't see what I'm doing. **Ed**

USUAL STORY

Do you get many complaints about the computer repair industry? My faithful Speccy recently died on me, so I rapidly leafed through the pages of *YS* for a repair service — no local ones! And I was not prepared to trust *my* Speccy to the post (being a postman myself), so I eventually came up with a local one from Yellow Pages.

Great, thought I, no postal charges — should be a bit cheaper. And no postal delays — should be back in service tomorrow. Well, I had my eyes opened when I took my Speccy to the Home Computer Centre in Northampton. How much? "£19.99" (this without any inspection) How long? "Seven to 14 days." What! I can get it done through the post in 24 hours. Can't you do it any quicker? "Oh yes sir. If you pay our express charge you can have it back tomorrow." How much is that? "An extra £10 sir." What a load of crooks.

C Pougunas
Northampton

Hmm. Yes it's best to shop around a bit for repair firms. Don't worry so much about quickness (like if they're so quick, do they do a proper job?), just look for reliability. I would personally recommend Video Vault Ltd. It charges a flat rate of £19.95 (inc postage, packing and VAT!) and completely overhaul and test your Speccy! Not only that but your Speccy is insured for the return journey, and it even gives away free software and things, too! See the ad in most issues of YS. **Technical Phil**

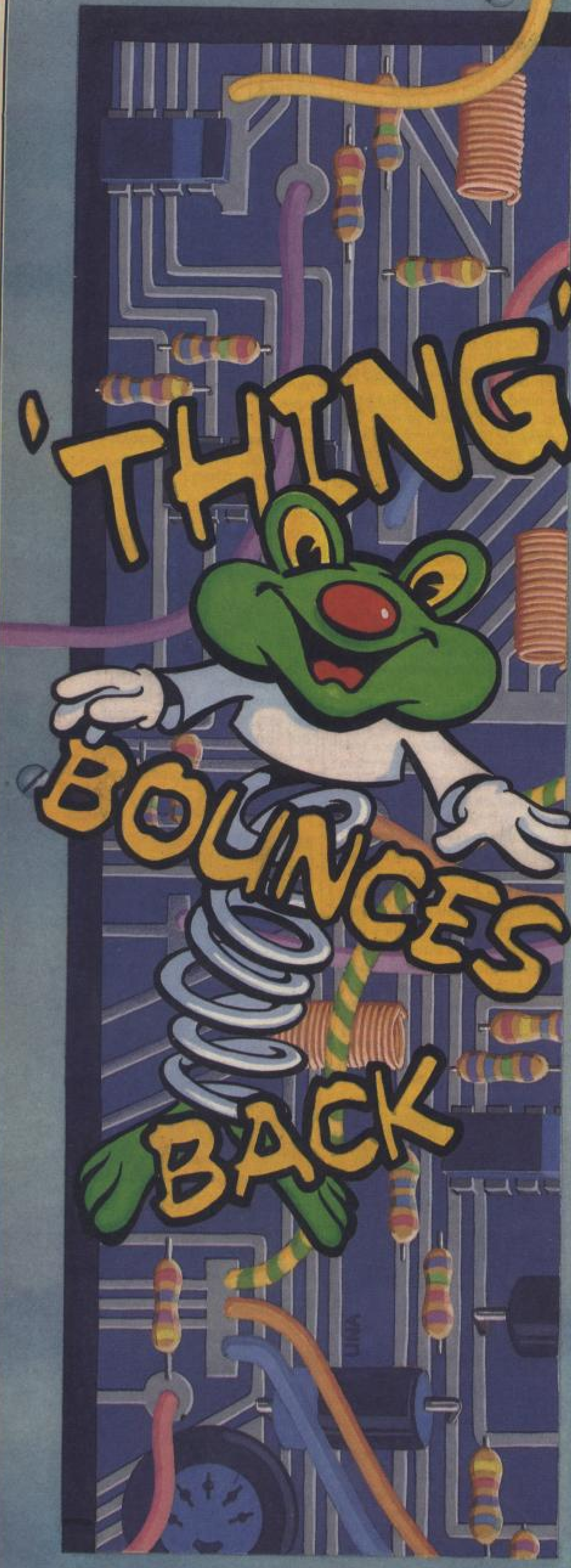


Win A Copy Of Everything PSS Has Ever Done! Plus A T-Shirt And A Mug!

9. What was the German statesman Bismarck's first name (y'know, the one they named the ship and the wargame after?)

a) Hans?
b) Otto?
c) Ron?

Damn the torpedoes, and turn to page 56!



Yes, but from where? Hope springs eternal (boing!), but as usual, *Marcus Berkmann* prefers a more elastic arrangement...

Let's face it — we Speccy owners don't like to admit to the existence of... that machine. In the same way that Third division managers don't like to talk about that unmentionable division down below, we don't generally mention that popular computer beginning with 'C' and ending in 'ommodore' in case we cause offence. 'Cos many *YS* readers are sensitive flowers after all.

But there have been one or two games in the past that have made waves on the Commodore but — for some reason known only to their creators — never shown up on our more sophisticated (hem hem) computer. Once such is Gremlin's *Thing On A Spring*, an unbelievably addictive platform-ish game that kept me battering away at my C64 for about a billion years when it came out a while or two ago.

After that triumph, a sequel was inevitable, and here it is — on the Speccy! Needless to say, it's a ripsnorter, guaranteed to paste you to your joystick just when you were thinking of going outside and doing something a bit more sensible. Well, it is summer, after all.

Not that *Thing Bounces Back* is a mere retread. At first sight, in fact, it's much more traditional a platform game than its predecessor. The four-way scrolling, widely spaced platforms, slides and lifts recalled something similar to that oldie but goodie, *Son Of Blagger*. But there's an important difference. Speed.

I'll go further. *Thing Bounces Back* is one of the fastest games I've ever played. It's not the sort of game which allows you to sit on the edge of a platform while you judge to the exact pixel where you intend to jump. You've just got to get on with it and get out of there while you've got time and energy. It's just viciously fast. I dunno how Gremlin's programming team have done it!

The plot's, well, unusual. Thing's original quest was to get rid of an evil Toy Goblin (are you a goblin?) who'd been flooding the world with man-eating toys and the like (made in Taiwan, obviously). Having sorted that out, Thing's now got to close down the automated factory that's still churning out the toys — and this is like no factory you've ever seen before. To do it he must collect four pieces of computer junk (a cassette, a program listing, a disk and a ROM cartridge) from each of eleven rooms in the complex, which he can then use to reprogram the computer and restore peace, normality and Care Bears to the toy shops of the world. (*Is this a good idea? Ed*).

Naturally this isn't as easy as it sounds, and it doesn't actually sound that easy in the first place. A curious selection of meanies infest the rooms, and other hazards, some obvious and others less so, lie in wait. In addition there are all sorts of different platforms, the use and habits of which you don't usually have time to find out as you're a little preoccupied hurtling randomly around the screen.

The most interesting, though, are the mystery platforms, which are red and marked out with a mysterious question mark. These must be hit from below (which means by Thing's head, unfortunately) and each releases one of ten different icons. A heart, for instance, is an extra life, while a shield gives you temporary invulnerability. More often you'll get a coin (saying "200", "300" or "500") or a sun (labelled "1K") — these represent points — or a weight, which'll hurt if it drops on your bonce. Try not to use all the mystery platforms up too casually, in case you need to get to the top part of the room some time later and there's nothing to stand on when you get up there!

The version I saw was not quite finished — it was still full o' bugs and one or two of the rooms hadn't been finished yet. But the basic game was there in all its glory, and you could see why the Gremlin bunch feel they have a winner on their hands. I was certainly hooked — and I can't wait for the finished product!

FAX BOX

Game	Thing Bounces Back
Publisher	Gremlin
Price	£7.99
Release Date	Early June

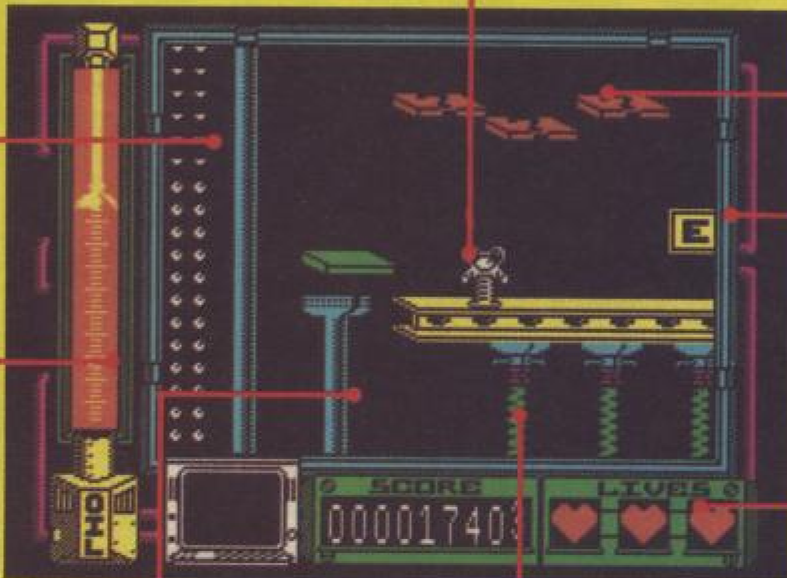
ON THE REBOUND

Spring is in the air (he wrote amid gale force winds and hailstones like coconuts). Help Thing shut down the automated toy factory by clocking some of these bouncy tips!

Here's Thing himself, and a bouncy little chap he is too. Moving him from side to side can prove a little tricky, but he and everything else moves so quickly that you won't have time to worry about it!

The air stream takes you up and away, often when that's the last thing you want to do. It's possible to jump through it, but only at the right angle – you may need a fair amount of practice.

The mystery platforms hide all sorts of delights – caches of extra points (good) and ten ton weights which drop on your bonce (bad) being the most usual. If you re-enter one of the game areas, all the mystery platforms become weights, so beware!



Thing needs oil to survive – without it he'll rust up and the game's over. Oil dribbles away all too easily – only the occasional mystery platform will replenish it.

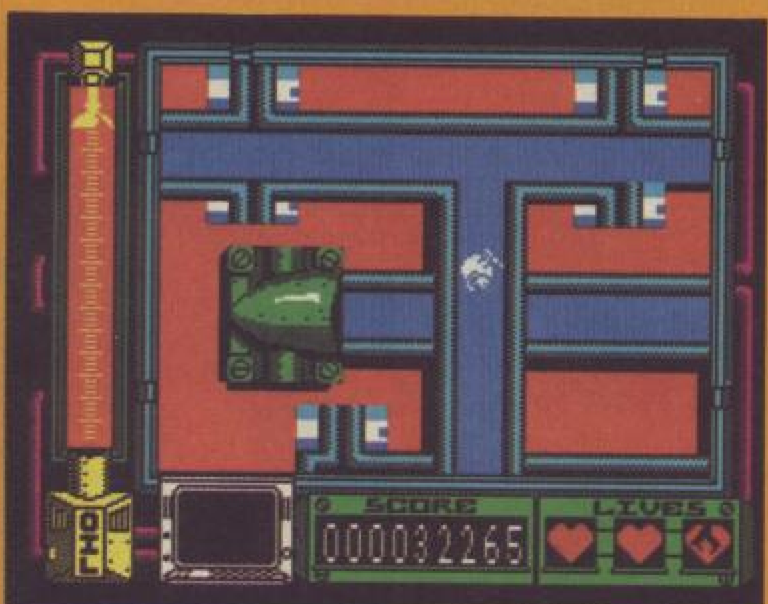
E is for Exit – take note of its location as you hurtle around the game area. Unless you can get back to it when you've picked up all the bits you need, you'll have to quit the screen and lose a life.

Pipes take you, sometimes unwillingly, from one part of the game area to another. To get out and stay out, keep left or right pressed down just as you pop out the top and before you drop back in!

You're safe where you are from these lasers, but don't get underneath them. They fizz on and off, but they also drain your oil supply at an alarming rate. Naturally they're usually positioned where you can't readily avoid them, but that's just the grim inevitability of fate, innit?

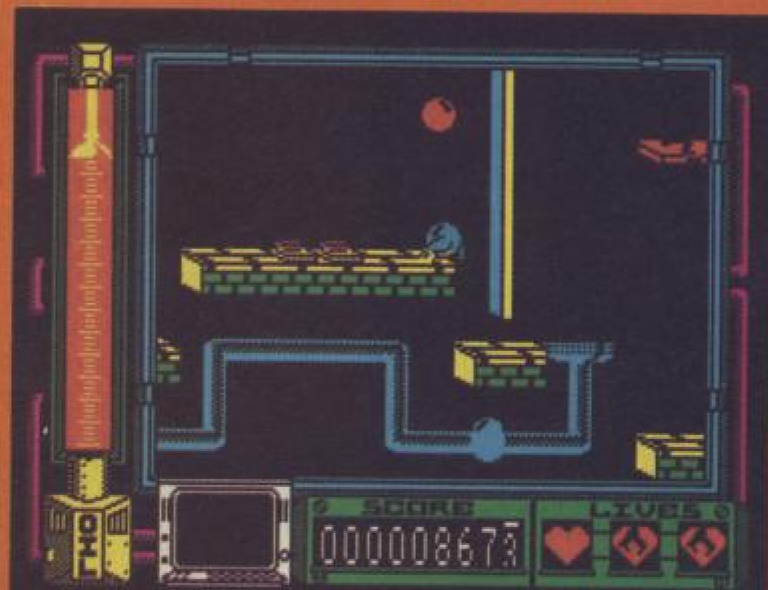
Thing starts with three lives, and he loses one every time he runs out of oil or quits a screen when trapped. Although one or two mystery platforms yield an extra heart, they're few and far between.

DON'T PANIC



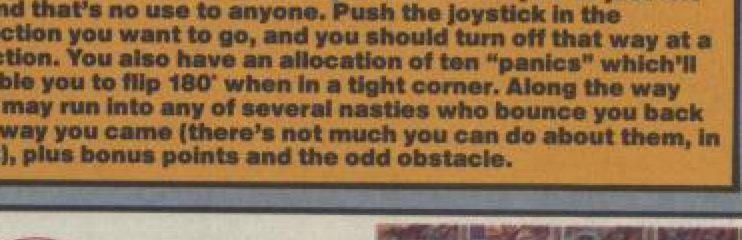
Between the eleven rooms is this network of pipes. Unless you influence matters, you'll move in a pre-destined direction which will often mean returning to the screen you've just left – and that's no use to anyone. Push the joystick in the direction you want to go, and you should turn off that way at a junction. You also have an allocation of ten "panics" which'll enable you to flip 180° when in a tight corner. Along the way you may run into any of several nasties who bounce you back the way you came (there's not much you can do about them, in fact), plus bonus points and the odd obstacle.

RUN AWAY!



That yellow and blue thing (for those of you reading in black and white) is a door, a fairly harmless description for what is effectively an impassible barrier. It's activated when you blithely move under a nearby bracket – it then descends at speed and you must make sure you're on the right side. If not, you'll be completely stuck. The blob in the pipe is Thing travelling at high speed – it doesn't look an especially comfortable way of getting about but it's certainly effective!

YS MIDSUMMER MADNESS



Win Every Speccy Code Masters Game (12 Of 'Em)

10. Just tell us who was Robin Hood's great enemy?

a) The Sheriff of Wigan?
b) The Sheriff of Nottingham?
c) The Sheriff of Llanfairpwllgwyngyll-gogerychwyrndrobwllllantysilio-gogogoch?

Wrap your answer round an arrow and shoot it along to page 56, so that it sticks into the coupon.

Illustration: John Mason

IT'S HERE... THE SPECTRUM+3



It's £249, available in July, and looks fab. What is it? Why, the Spectrum 128K+3, of course. *Phil South*, our hard newsed nose journalist, investigates.

The surprisingly low key launch of the new disk-based Spectrum took place at the Brown Goods Show (and don't say Oo-er, that's marketing jargon for hi-fis, tellies and computers) on May 17th. The show is a curious affair which consists of besuited hi-fi dealers strolling from one expensive hotel suite to another, in search of the next warm G'n'T.

However, we were there to see Amstrad's new machine for the Speccy lovers of this world. The +3 is a long box, looking almost exactly like the +2 except for the fact it's black, a return to the proper Sinclair colour. The top of the drive is decorated with a huge 128K logo — Uncle Sir Clive would never have produced such a gaudy looking machine! It has exactly the same keyboard as the +2, but in place of the tape deck it has the now familiar 3" disk drive.

Thanks to the widespread use of other Amstrad machines, like the CPCs and PCWs, the 3" disk is fairly easy to get hold of, although more expensive than the more popular 3½" format. The keypad port has been renamed Aux, and you can't use the old 128 keypad in it since the driving software has been removed. Use of this new port is, as the manual has it "been left to the user's discretion", which I take to mean work it out yourself.

The other ports on the back of the box are Disk B, Printer, Power Plug, Expansion I/O, RS232/MIDI, RGB/Peritel, TV and finally Tape/Sound. The printer port is Centronics standard, and is fully supported with both a standard and shaded screen dump for Epson compatible printers.

The manual is very detailed, so much so that novice users may feel a little bit lost, but for all of us who want to get our hands dirty in the machine's deepest little recesses, the detail is there on how the machine and disk interface works. One slightly humorous point is where it describes 48K Basic as a "history lesson for the curious", and if you work in 48K mode you'll require a good memory as the keywords are not printed on the keys.

The manual expects you to spend most of your time using +3 Basic, as it is 'upwardly compatible with 128K Basic', meaning that 128K programs will work on a +3, but not all +3 programs will work on a 128!

The section on disk handling is very comprehensive. The operating system, written by Locomotive Software, is called +3DOS, based on AmsDOS (which is the system used on the Amstrad CPC machines), and it has been extended and improved almost beyond recognition. The COPY command has been expanded, and there's even a built-in header reader to help you convert tape programs to disk. The format of the disks is identical to the Amstrad PCW 8256, so software houses should have no problem getting to grips with it. Indeed, we understand that some software houses have had +3s for months and have games ready for the new machine, but were sworn to secrecy! Although CP/M is not yet available, our loyal band of Trainspotters will be overjoyed to know that it will be available "soon".

The Tape Loader option on the front end menu has been replaced by a more versatile routine, which looks to see if there's anything in the disk drive. If there is it loads it up, but if there isn't it goes into the Press Play On Tape routine. All these extra features take up a lot of ROM space, so there's a meaty 64K ROM inside the +3, handling all the new features and disk bits and bobs. Oh yes, unfortunately, the new ROM isn't compatible with the interface 1. The upshot of this is that you'll have to save all your microdrive programs onto tape before transferring them onto disk. Amstrad has kept its own SJS joystick ports, but this shouldn't present any problem if you use adapter plugs with the +2.

Time will tell how the traditional Spectrum owners will take to this new machine. Some software houses see it as being a little bit over-priced, and the games for it may be a little too expensive for having to be on the 3" disks only. Others claim it could sound the death knell of the Amstrad CPC range. Well I suppose we'll see about that, but I'm sure it'll find a place amongst the more technically based users, who want a cheap, powerful computer.

What The Games Makers Say

What do the makers of all your favourite games think of the +3? We asked them for some quotable quotes and hints on what they'll be doing in the coming year for this latest addition to the Spectrum clan.

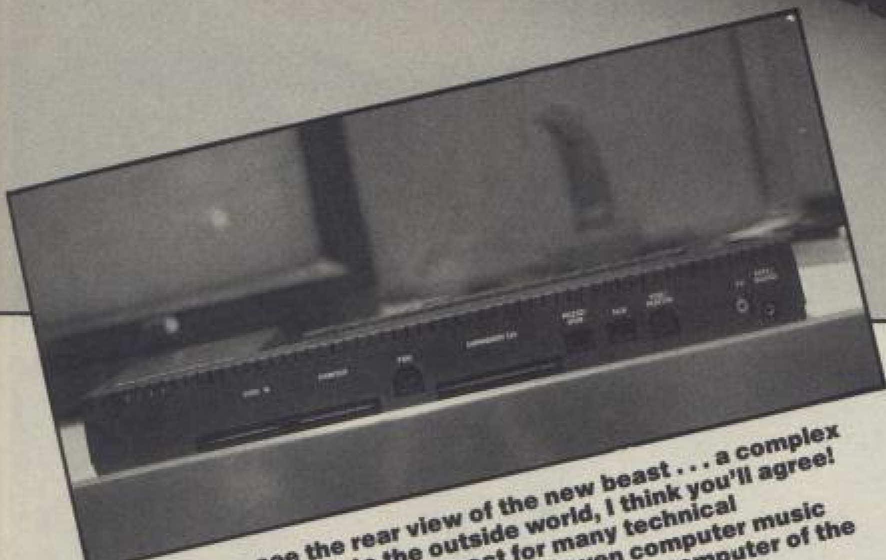
"The price is a little bit high. I would like to have seen it under £200, but if Dixons do their usual low priced package deals, it should be okay. We've got games coming up for the +3, but none specially written as yet, as we'll just be transporting games over until the machine proves itself. We do see it taking on the games machines, like the Sega and Nintendo, but disk prices will have to come down first. Look out for some products from us by Christmas."
Ian Stewart, Gremlin Graphics

"Ah yes, we're debating on this at the moment. It depends whether we can do products at an economical rate. We must look to the cost of the raw disks, and keep the products under the £15 mark. How far under, depends entirely on the cost of buying the disks in the first place. No firm plans for games, but Elite will be supporting the +3, as I believe it will be a success. I think a price reduction on the machine will appear in due course."
Steve Wilcox, Elite

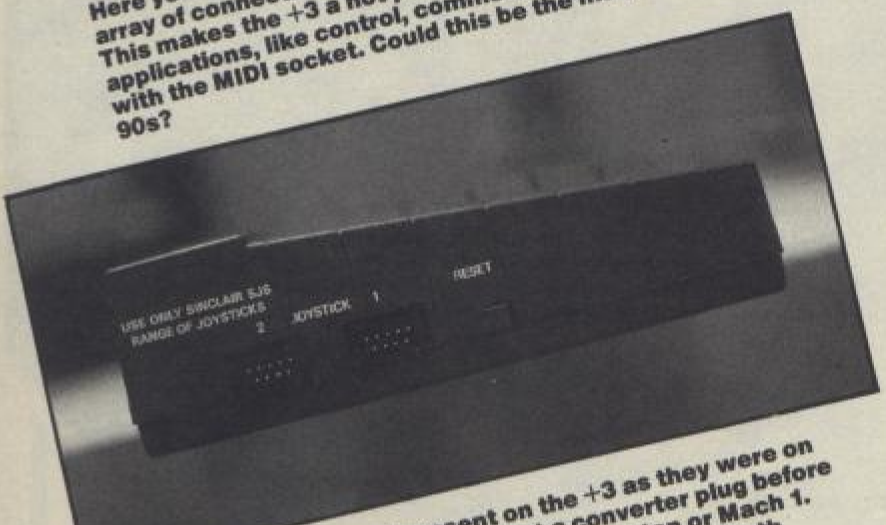
"It's what everyone expected, really. We at Microprose are very excited about the +3. It's always been very hard to put games like ours on a 48K machine. On the new products front, we have *Gunship* in preparation in a disk version. We have it running already on a 48K Spectrum, and the cassette version will be out in June, followed by the disk version soon after. We'll be doing conversions of our previous games, but we'll have some games coming for the +3 at the PCW Show in the Autumn."
Stuart Bell, Microprose

HARD FACTS EXTRA SPECIAL





Here you can see the rear view of the new beast . . . a complex array of connections to the outside world, I think you'll agree! This makes the +3 a hot prospect for many technical applications, like control, comms and even computer music with the MIDI socket. Could this be the music computer of the 90s?



The SJSI joyports are still present on the +3 as they were on the +2, meaning you need to seek out a converter plug before you can plug in your trusty Quickshot, Kempston or Mach 1. Cheetah joystick owners of course have the best of both worlds, you lucky people.



And here it is, the Sinclair computer you've all been waiting for. The disk drive means faster loading for all your favourite games. I timed *Mailstrom* and *Gift From The Gods* on the free software disk that comes with the machine, and amazingly they both took about 15-20 seconds to load and run! Interested? You bet you are!

Win Two Cheetah Joysticks



11. The fastest mammal in the world is
a) The cheetah?
b) The pangolin?
c) The gnu?
Race your way along to page 56 and put your answer down. No cheeting, now!


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SCREEN SHOTS

DOGFIGHT 2187

YOUR SINCLAIR MEGAGAME

Starlight/£8.99

Tony Ha! Zap! Kapow! Another nasty eats the dust! It's the year 2187. All the scientists have suddenly discovered an anomaly in the Alpha Centauri sector! It's a very large hole — so large, in fact, that whole planets are falling into it. You're Rhett Dexter, a shuttle pilot and the sort of person who believes any old twaddle that's told to you — you know, things like fairies and such. You happened to read some obscure little prophesy that said there's going to be an invasion from another dimension! Oh no!!

Your ancestors believed so closely in this twaddle that they even had a hundred pieces of a special force field constructed, which were able to close holes like these, and they hid them out in the galaxy. However, the old ones have left, or died, or something equally unhelpful, and no-one knows whether the stories were true or just the product of a long drinking session. After a similar drinking session you decide oh what the heck, take a couple of weeks off, and go off to find these pieces. Grabbing a few of your mates for company, you steal the most supa-dupa spaceship you can find and off you go.

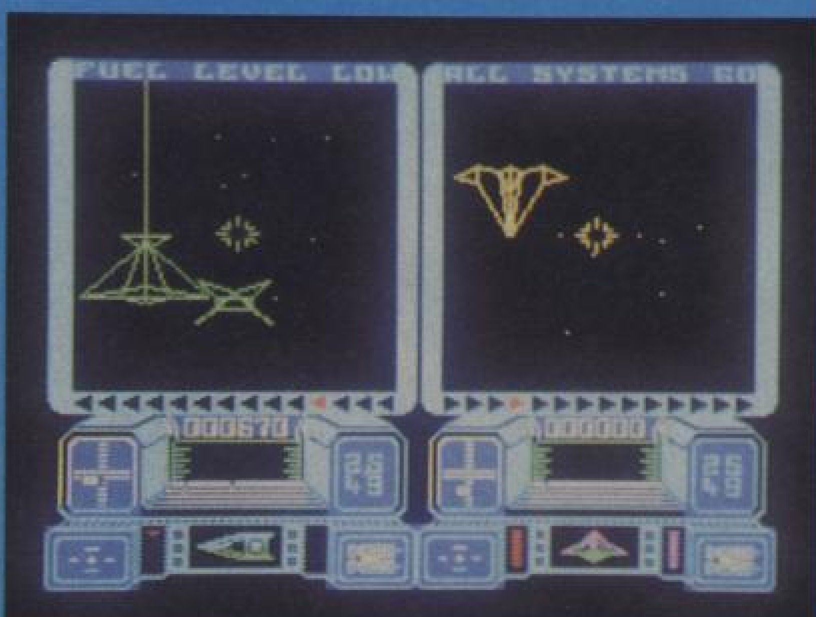
On my first sight of *Dogfight 2187* it looked to be a cross between *Top Gun* and *Elite*. The graphics, although they're vector, are a delight to watch — when the game's loaded, f'rinstance, each alien spacecraft zooms onto the screen and spins around in all directions. This is one of the best pieces of animation I've seen on the Speccy yet, 'cos while the spaceship's doing its stuff, information is also coming through on the side. Five minutes later I was still sitting mesmerised watching the new craft come on, and this, for me, made it worth the money.

After snapping out of the trance, you then press a key for the players. There's a variety of options — one player, two player, or two players against the computer. The rough idea is to zoom into battle, kick some aliens around and pick up a piece of the shield. Usually it's as simple as that, though sometimes, at the end of a battle, you'll see an enormous blob coming towards you. This, I found, is a planet, and it'll cause a freak wormhole in space. If you fly through it, your strength and shields go up.

Your control panel is chock full of interesting gadgetmewotzits, including a compass, the number of pieces you've collected (to make a force field you need nine pieces, but you can only carry two at a time), your fuel and shield indicator, a screen describing the ship in your sights, a clock (you only have thirty minutes to accomplish your mission) and a radar.

Dogfight is large to say the least — two hundred and fifty six screens in all, each a sector, and with countless baddies to vaporise. Although there are a hundred pieces to pick up, you don't need all of these, so this makes the game a bit easier. Miles better than *Top Gun*, and the graphics (dare I say it) are better than *Elite*. If you're into a good shoot 'em up, this is the one for you!

Graphics
Playability
Value for Money
Addictiveness
9





YS Seal Of Approval

All games reviewed in Screenshots are finished products.

ARCADE ALL STARS

Who are the anonymous Screenshooters hiding behind those enigmatic monickers? (*And what on earth are you talking about? Ed*) Here they are, those fearless gamesters who have given up all hopes of a normal life to review for *YS*...

Tony Lee — a shoot 'em up man through and through. A recent addition to the Screenshooters, and at 16, the youngest.

Mike Gerrard — *YS* adventure supremo and the possessor of the most authoritative beard in games reviewing. Not many know that he's also a bit of a joystick juggler on the quiet.

Phil South — Snouty brings a porker's eye view to game playing, in between his many sandwiches. Vector graphic shooters and combat games are his forté, but he'll play anything as long as it's good.

John O'Molly — the mysterious Irishman, never yet seen by *YS* staff. Who is he? Or judging by his taste for outer space games, what is he? Still, he knows a good game when he sees one, and a turkey too.

Marcus Berkmann — intrepid mid-European staff writer with a distinct weakness for cheesy old arcade adventures and anything that requires a bit of brain power.

Gwyn Hughes — the male half of the *YS* lovebirds, and a great fan of anything that involves killing things. This may also explain his interest in strategy games and unusual videos.

Rachael Smith — the future Mrs Hughes? Whether or not, she certainly likes to sow her wild oats, and then make them into porridge. She'll go for anything hunky, and that includes games.

Rick Robson — long serving stalwart of the Speccy games scene who wrote his first review in the heady days of the Crimean War. Bats at no 6 and likes anything that's not too strenuous.

Troubleshootin' Pete — back in the *YS* fold after his camping holiday across Europe. Knows his onions and has played more Speccy games than is entirely healthy.

Peter Berlin — wargames expert who's presided over more than the occasionl battle in his time. No relation to Irving, although he'd like his money.

YOUR GUIDE TO SCREENSHOTS SCORING

9 Megagame — Wheeeeee! Wowwwwww! This is the biz! Hoopy? We're talking seriously useful! Megagames are the ones everybody wants to play — they're *Your Sinclair*'s Best Buys.

8 — Pretty sparkling, but perhaps lacking that dash of originality or vicious addictiveness that really marks out the very best. Still worth the dosh, though, and likely to appeal to fans of the genre.

7 — No great shakes, but highly playable all the same. As the quality of Speccy games continues to improve, many games we'd once have raved about now get around seven. File under 'Not Bad'.

6 — Bog standard Spectrum software. There's a lot of it about!

5 — A disappointment. If it's cheap, it may be worth a look, but otherwise it's for fanatics only.

4 — Handle with care. Perhaps a good idea that didn't work, or maybe it's just too hackneyed or old-fashioned for today's market.

3 — Aaargh!

2 — Can someone phone for an ambulance please?

1 — I'm sorry, it's too late.



TOP SECRET . . . TOP SECRET . . . TOP SECRET . . . MISSION CODENAME: CATCH 23 . . . INTELLIGENCE: CK 23 ORBITAL INTERCEPTOR HAS PASSED MAIDEN FLIGHT . . . MISSION STATUS: GO . . . DROP 2200 HOURS . . . GOOD LUCK . . . STOP

Catch 23 is a real time animated arcade adventure, featuring '3D Surface Wirescaping'. It's the closest thing yet to actually being there!!

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NEMESIS THE WARLOCK

YOUR SINCLAIR MEGAGAME

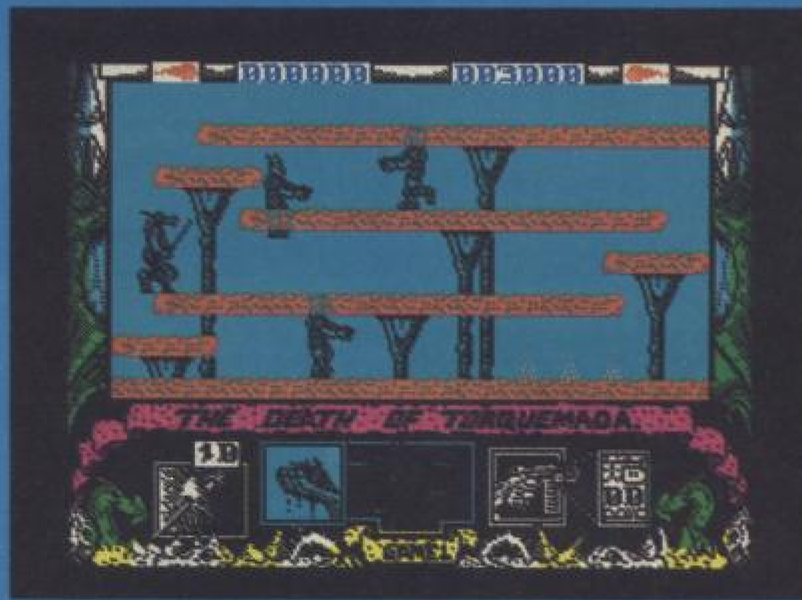
Martech/£7.95

John Yet more superheroes! This time it's 2000AD's *Nemesis The Warlock* who's work you get to do. You have to kill Torquemada, the Grand Master of Termight. Sounds easy, doesn't it? The catch, as you might expect, is that Torquey baby has other ideas, so he sends out wave upon wave of demented Terminators to do you in. Each screen has a set number of Terminators to be terminated before your exit from the screen is possible.

The game is a platformer, with the action taking place on the main screen. Underneath that are some smaller screens displaying complex goings on related to the game. One gives you the number of Terminators you have to kill to finish off a given level, another is the number of bullets in your gun — though bullets run out, and once they do it's back to hand to hand (well, sword, actually) fighting until you find some more. Then there are two other panels, one of which shows a mass of dots which eventually become the face of Torquemada, and the other shows Torquemada's hand gently squeezing your heart! Each time you're hit, the hand squeezes tighter. When it completes the action, you be dead, my boy, and off to heaven you do go!

As you hack your way through the Terminators they fall down and die as you'd expect them to. However, as Torquemada's influence grows, the bodies have an unsettling habit of leaping up. Torquemada turns them into deathly zombies when he gets stronger, and they're armed with swinging scythes, so not only do you have to fight with your sword and gun, but you have to beware the zombies who are intent on parting your feet from the rest of your body.

It's hack and slay all the way, though when you find the bullets you can fire on the baddies from a distance — very useful in my case 'cos my swordplay leaves a lot to be desired. Watch how many bullets you pick up though, 'cos you can only hold so many, and if you collect them all, you can't hang onto 'em and they run out all the quicker.



The graphics are of the large 'n' chunky variety, which means you get to see the action in grizzly close up. It's a great game that's nice and easy to get into, but which takes a while to get to grips (har har!) with. I thought it was great, but then I'm a great fan of the hack 'em to death style of game.

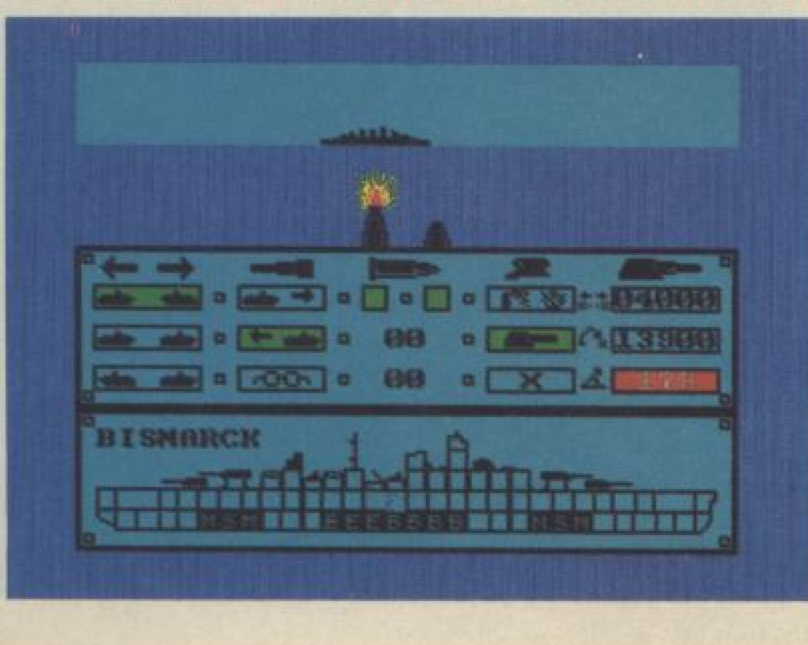
Graphics
Playability
Value for Money
Addictiveness
9

BISMARCK

PSS/£9.95

Peter The hunt for the Bismarck is one of the most famous tales of World War II. The story of the sinking of the mighty German battleship has been told in books and films again and again, but up till now wargamers haven't been offered the chance to recreate the tense cat and mouse game in the North Atlantic, as the pride of the Kriegsmarine tried to challenge Britannia's rule of the waves and threaten her lifegiving convoys.

It may seem strange that such a significant encounter should have been left unsimulated while every other military match-up in history has been recreated on screen. However, if you think about it, you'll see the problem. The Germans only had two ships, and they sailed so close together for the most part that they really can only be shown as one unit. The British had 30 ships themselves, but this isn't really likely to stretch a veteran wargamer far.

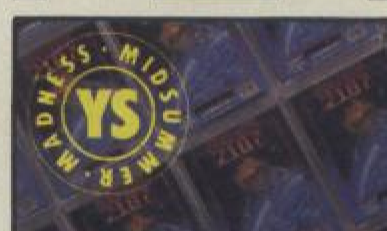


Bismarck, as a result, is a very simple game, but designer Alan Steel has tricked it up with some neat features. There's aerial reconnaissance from the British aircraft carriers, weather (with some very pretty clouds) and, to make the real wargamers squeal, there's an arcade section! However, if you're a real wargamer, don't worry. It's really quite easy to score a hit when you're blasting away, battleship to battleship. Hitting the Bismarck in an aerial attack is a little harder. But once you've stopped flying your Fairey Swordfish into the drink, as I started out doing, it isn't too hard.

The strategic possibilities aren't huge. Either the Bismarck goes north of Iceland, or it goes south. All you have to do then is bring up either of the two aircraft carriers and a couple of the four battleships you have to play with, then it's over to the arcade section and good luck.

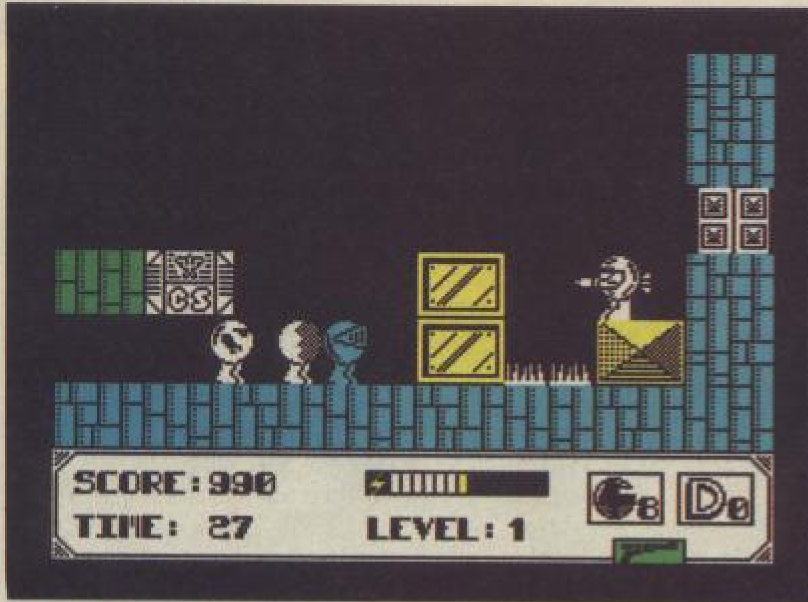
The whole game is well-organised, clearly presented and good to look at. You have a choice of three levels of difficulty, and you can choose to command either the Royal Navy or the Bismarck. It's a good introduction for those who are getting bored of arcade games and fancy something a little bit tougher.

Graphics
Playability
Value for Money
Addictiveness
7



Win 15 Copies Of Starlight's *Dogfight 2187*

12. It's dead easy, just tell us what a Pomeranian is.
a) A type of dog?
b) A rude Australian word for English people?
c) What the French call apples?
You haven't a dog's chance of winning unless you put your answer on page 56



METALDRONE

Sparklers/£1.99

Rick Krypton Factor for droids, *Metaldrone* is a spanky little number from Sparkler's 199 series. Your terrifying task is to negotiate the Cybasphere Assault Course, a ten level leveller of all but the most acrobatic of arcaders. Easi-peesy? Phewy, wot, I should say not!

On each level the aim of the game's the same but the route to success deviously different. You must identify the Cyba-sphere leader who materialises from a generator along with all the other nasties — various creepies, ghoulies and round bouncy things. Once smitten he turns into a disk which when picked up turns into a missile launcher. Combined with a computer disk also secreted on each level, this gives you the means to blast your way through the exit and on to the next section.

This'd all be very well except that you only have seventy seconds to carry out your search and destroy devious-ness. And until you annihilate the Cybasphere leader you'll waste a lot of time marmalizing his minions, who use up your energy something chronic when they touch you. Mind you, objects found about the course like jet packs, NRG packs and even rubber ducks make the task a lot easier.

What makes *Metaldrone* drone, sweet drone — its clarity of graphics, single mindedness of purpose and duration — is unfortunately qualified by its drone, boring, drone elements — no joystick facility, very slow screen agility, slow motion fire power and collision detection that'd be tragic if it wasn't so hilarious. So sorry, Sparklers, nice try, but no matter how cheap you make this, it'll always end up on its dronesome on the shelf.

Graphics / Playability / Value for Money / Addictiveness **6**

Firebird/£1.99

Gwyn The hero of this game, Bouncing Bruce, may look more like Bert — Q Bert, that is — from the screen shots, but don't be misled, because there are bits of *Thing Oh A Spring* and other goodies packed away in this program.

Ignore the nonsense about service droids stranded on cosmic energy grids and get down to business, which is clearing a series of interlinked screens of energy discs, avoiding guards and trying not to stray onto the deadly ejection discs unless you want to fly like a bird and float like a lead balloon.

Each screen consists of a 3D pathway, littered with perils to dodge and discs to collect before you can use the way out. This leads to a map, from which you choose the next area to clear as you head for the main exit, located somewhere in the south.

The secret of clearing single screens is patience. Pressing fire increases your bounce, which helps you jump some hazards, but don't rush on immediately and spring too far or you'll be out of the frying pan, only to singe your parabolics in the fire.

The real test comes in tracing a path through the main map. You're never sure what lies in store as you stray into a new square. There's some repetition, especially at the

DARK EMPIRE

Lothlorien/£9.95

Gwyn To the hardened grongnard (that's wargamer to you) fantasy games can give rise to violent feelings quite unlike the more meditative moods of the armchair general.

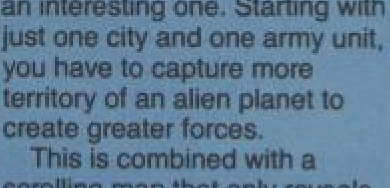
In theory, the game's idea is an interesting one. Starting with just one city and one army unit, you have to capture more territory of an alien planet to create greater forces.

This is combined with a scrolling map that only reveals the areas your units have covered, and a cursor and menu control system. You can tell a city to construct certain types of military unit — land, sea or air, and instruct a unit to move, attack or hold a position.

All of which could be fine, but for some sloppy thinking somewhere along the line. It starts with the instructions. Even given that Lothlorien wanted to produce an accessible game, it shouldn't have tried to cut back on the rules. The inside of the inlay card tells you so little about what you can do that I'm still not sure what all the on-screen figures are about.

The map itself is small, and it's not always obvious what's happening. When I tried to make a multiple attack on a city and the game crashed I wasn't tempted to re-load. Lothlorien was one of the first companies to back serious wargaming. Thus are the mighty fallen!

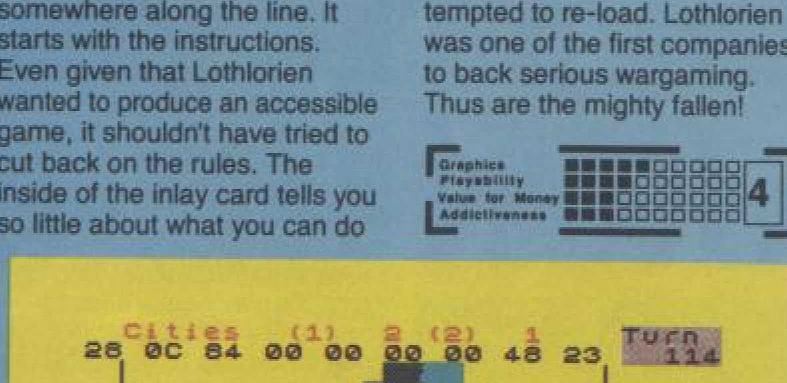
Graphics / Playability / Value for Money / Addictiveness **4**



Win 15 Copies Of Advance's *Indoor Sports*

13. Who's the World Snooker Champion?
a) Alex 'Hurricane' Higgins
b) Jimmy 'Whirlwind' White
c) Steve 'Interesting' Davis

Okay, now nip along to page 56 and hit your answer into the top pocket.



ALIEN

Gremlin/£4.99

Tony Hello little bug... Zap! Heeheehee... Hello little amoeba... Zap! Heeheehee. It's great fun, this. *Alien Evolution*'s set on post nuclear Earth and it's in a *Knightlore* meets *Ant Attack* format. It revolves round a small space-craft called Cyborg 64. All the humans have retreated under-ground and all the aliens have decided that Earth is now one big adventure playground, and won't go home. They won't take a hint, and they can't be talked to, so it's up to you to wipe 'em out! (Heehee... Zap!)

This is Gremlin's second release at a cheaper price, and boy is it good! You wander round, firing at aliens, laying traps and generally acting in an inhuman way, all so's you can watch them die. Mind you, this is a bit of a problem — they don't actually die, but evolve into a higher life form, and you have to kill that too, and so on. When one level is clear, you're on to the next.

The layout's slightly *Ant*

PARABOLA

more dfficult levels, where the map becomes bigger, but you'll also find some nasty surprises, particularly towards the end. If you lose a life, you're allowed to choose a new path, which may be the best course of action.

Parabola isn't the most difficult game you'll ever play, nor is it the most original, but as a variation on an old theme it should certainly put a bit of spring in your joystick!

Graphics
Playability
Value for Money
Addictiveness
8



EVOLUTION

Attackish, as I've said, and you'll find teleporters to carry you around. Also, if you find yourself out of ammo, there are bubbles to push in front of you as a shield — these too can kill aliens. There's also a square in the game, where letters of the alphabet appear. When I stood on it the letter T flashed up then the game continued. Dunno what it meant, but it was pretty smart.

The music's good, the graphics are good and it wouldn't have been half bad at £7.95. At the price Gremlin's charging — £4.99 — it's triffic, and there's a killing to be made!

Graphics
Playability
Value for Money
Addictiveness
8





Livingstone I Presume

Alligata/£8.95

Tony Aaaaaaeeeeeaaaaaiiiiii! Ungawa, my friends. Tarzan here, telling you all about the new game from Alligata.

Urgh! Gerrof! This is my bit. Go back to your own game. That's better. Now, if you stayed awake during history, you'd know about the epic trek that a journalist by the name of Stanley went on, looking for Dr Livingstone in the darkest reaches of the African jungle (um bongo!) A trek which ended with a bedraggled Stanley wandering up to a total stranger and saying "Dr Livingstone, I presume?" (To which the stranger probably replied, "No I'm Reg Jones, and this is my wife, Edith . . .") However, according to Alligata, Stan ey had a bit of trouble getting to Livingstone, and this is the *true* story of what happened...

You, being Stanley, have to travel through sixty-three extremely hard screens to find Livingstone, dodging Pygmies, alligators, man eating plants, monkeys, snakes and piranha bats (yes, it's true). Also there are some dotty old white settlers who'll shoot at you on sight, and some very nasty quicksand, plus this pain-in-the-neck bird who, if he catches you, kidnaps you and dumps you into his nest. And once you walk out of his nest, you're back at the beginning of the game again, so avoid him like the plague.

However, you are not un-armed. You have a boomerang which, if you use it correctly, will curve upwards and bop any annoying creature on the upper level, and comes in useful when you fall into underground caves, 'cos a quick flick will free the doors. Then there's a dagger to throw and a grenade to lob, plus a terribly useful pole. Why a pole? Well, when you get into places you can't get out of, you pole vault your way free! Simple, innit?

The game reminded me very much of *Sir Fred*, one that I was addicted to last year. It's fairly hard to play, but Alligata has given you an infinite lives cheat and a map of the first four levels, so you can't go far wrong. It's worth a look.

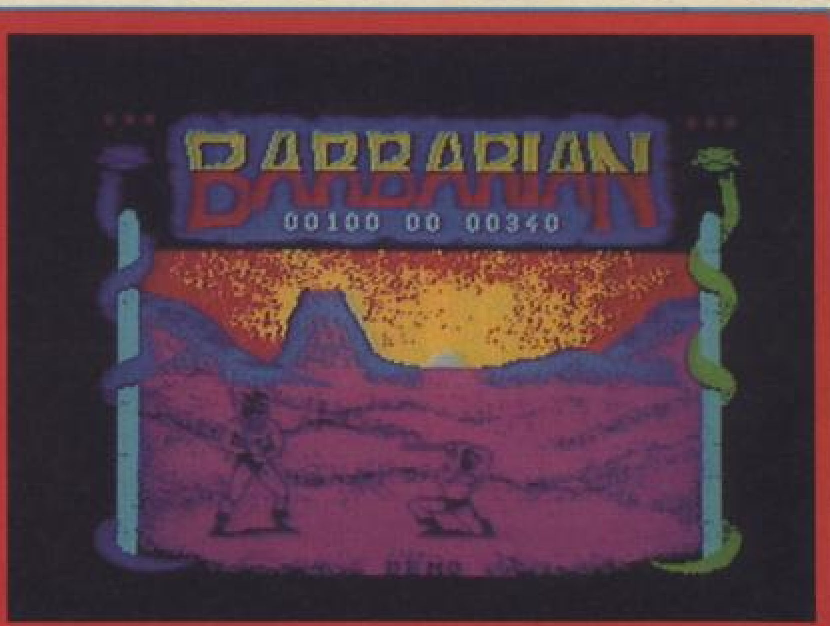
Graphics
Playability
Value for Money
Addictiveness
7



Win 15 Copies Of Alligata's *Livingstone, I Presume*?

14. Who actually said "Dr Livingstone, I presume?"
a) Sir Henry Morton Stanley?
b) Sir Accrington Stanley?
c) Sir Stanley Matthews?
Once you reckon you've got it right, bung the answer on the coupon on page 56

BARBARIAN



Palace/£9.99

Pete Hhhhiiiiieeeeyyyyyyaaah! Thwak! Aeeieee! Whaddya mean this isn't a karate game? Course it is, Malcolm! Palace is passing this off as the ultimate warrior game, though I have to admit it doesn't look too different to all the other Fist/ Ninja games.

Anyway, to the plot. An evil sorceror by the name of Drax is after the fair and lovely Princess Mariana — a buxom young wench if the picture on the inlay card is anything to go by (and she bears an uncanny resemblance to Page 3 lovely Maria Whittaker). Drax is planning to do unspeakable nasties to the Jewelled City if he isn't allowed his wicked way! However, since this is a game, and there'd be little point in you forking out a tenner unless you reckoned you could do something, Drax has agreed that if you can beat his guards then the Princess can go free.

So off you go, wielding your broadsword, fighting your way through several levels of demonic guardians before you finally come face to face with Drax himself. Mind you, before you get this far, you'll have the opportunity to practise your combat skills if you load up side one of the tape. You have the option of one or two player mode, and you'll have a chance to get to grips with the extremely complicated moves you'll need to master if you're going to get anywhere.

Side two contains the real thing — a fight all the way through to Drax. In two player mode there's a time limit of one minute to bash the living daylights out of each other, while in one player mode it's a fight to the death on every level. Once you've battled your way through to Drax, you wipe him out, the Princess is free, and, no doubt, falls gratefully into your big, butch arms...

Barbarian's an okay game, but it does rather chug along, and it looks very similar to some of last year's Ninjary-type games. Not bad if you like this sort of thing, though to my mind grappling with the Princess Mariana of inlay card (and Page 3) fame could be a smidgin more risky than facing any of Drax's demonic guardians.

Graphics
Playability
Value for Money
Addictiveness
7

QUARTET

Activision/£9.99

Phil You may remember this baby from the arcades. A four-player platforms-in-space game, with lots of baddies to shoot and 99 different levels. Three men and a woman battle through wave after wave of alien henchdroids to rescue a space colony from destruction. These wacky space stompers, Lee, Joe, Mary and Edgar, must plough through each level's aliens until they reach the huge mechanical monsters. Before they can leave each level, they must destroy the monster, and take its key, then quickly hop into the exit teleport which takes them to the next level.

All around each level are things which can help you, items left by the inhabitants of the colony before they fled the alien menace — extra high jumping boots, different and more powerful ammo, jetpacks, extra energy... the list is almost endless. On each level you must be careful how you go around because on some you have to kill the monster on one end of the level, and escape through an exit which might be at the opposite end.

By far the most helpful thing on each level is the bonus ball. This bounces out of an alien door, and if you get it when it holds your initial (E, L, M or J) it will change your weapon to a stronger one. (Oo-er). If you hit it when it shows someone elses initial, it'll just give you bonus points.

One of the nicest things about this game is the teamwork aspect. (Mind you, although the original was a four-player game, this version is a two-player game, choosing your team from four choices!) You select your two players and both you and an accomplice must work together to get a higher score and destroy the mechanical monsters. The action is fast and furious, and is definitely at its best when you've got a jetpack (peeoow! zzzoomm!) and are playing the two player option. On the graphics side, the sprites are okay but not startling, but the backgrounds are stunning! Over ninety smooth-scrolling arenas, so slickly modelled you'd think you were actually there. (Eek! Sorry, I really *did* think I was there, for a minute!)

I found *Quartet* to be an adequate conversion of the arcade machine, but perhaps a teeny bit too easy. Ploughing your way through endless amounts of levels in search of number 99 can be a little trying, and I think p'raps the explosions could have been a little more satisfying (parp). But, in spite of all that I still thought it was a good old blast 'em up. If you can afford it, give it a rip!

Graphics
Playability
Value for Money
Addictiveness
8





Win Ten Copies Of Cascade's *Sky Runner*

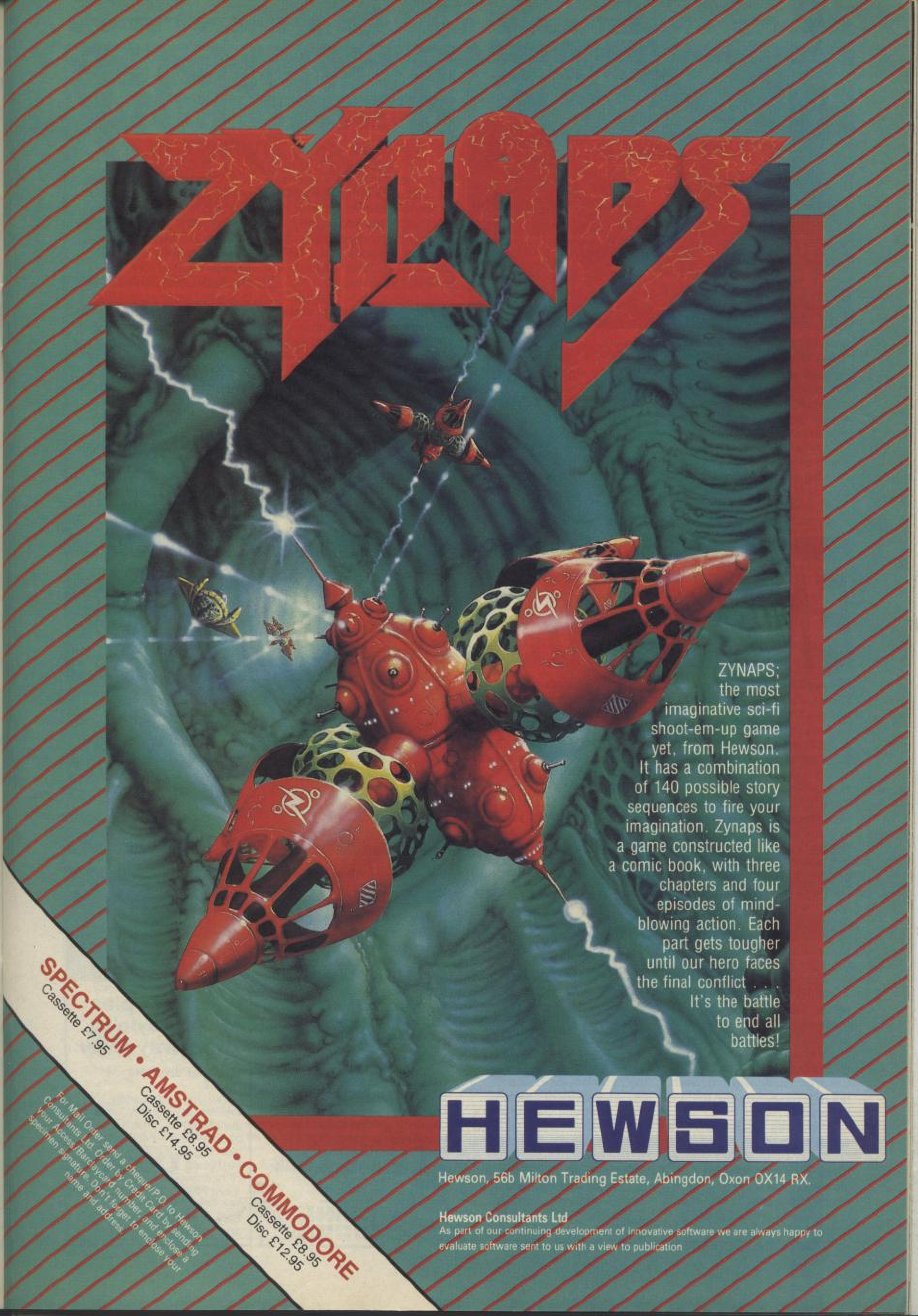
15. When you see a cumulo- nimbus in the sky, what are you looking at?

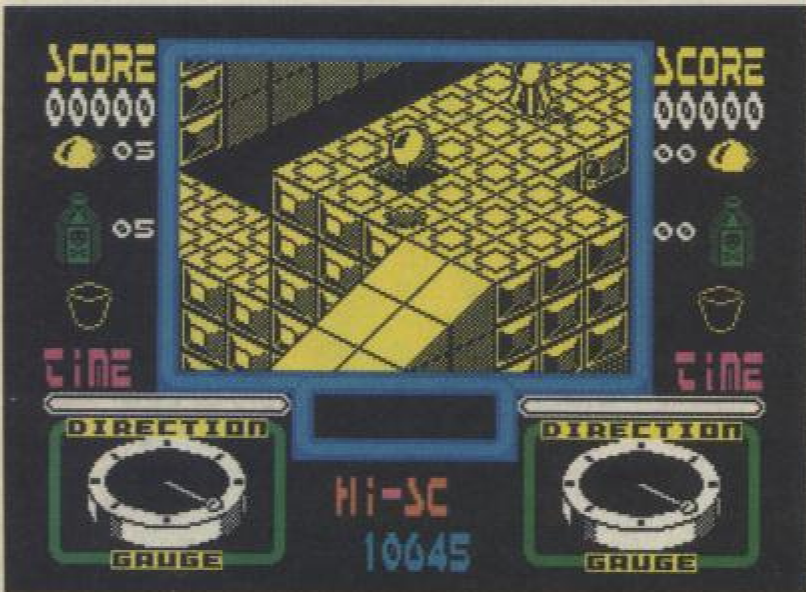
a) A huge grey thundercloud?

b) A highly coloured tropical bird which can fly at over 140 mph?

c) The bodily excretions of the aforementioned bird plummeting down onto your head at 140 mph?

Now wash your hair and tootle along to page 56 to fill in the coupon!


ZYNAPS
ZYNAPS; the most imaginative sci-fi shoot-em-up game yet, from Hewson. It has a combination of 140 possible story sequences to fire your imagination. Zynaps is a game constructed like a comic book, with three chapters and four episodes of mind-blowing action. Each part gets tougher until our hero faces the final conflict . . . It's the battle to end all battles!
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BUBBLER

Ultimate/£8.99

Tony Once upon a time, in a magical world called 3D Filmation, a brave adventurer called Ultimate set out on a mystic quest into the land of Mysterious Happenings And Dodgy Deals, where he was eaten alive by US Gold. Nothing was heard from Ultimate for many moons. Then, one day . . .

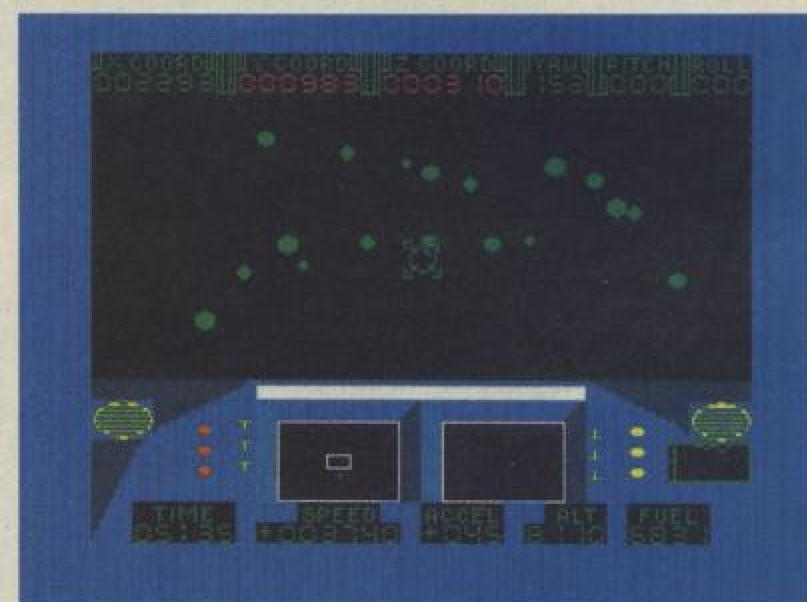
Ahem. Sorry about that. Ultimate, after spending many moons in its Leicestershire hidey hole, has brought out a game that's, well, Ultimatish, if you get my drift. *Bubbler's* really a cross between *Bobby Bearing* — itself an Ultimate-cum-*Marble Madness* derivative — and, well, soap bubbles! Y'see, you control a little bubble, and you move it in the usual Ultimate way — forwards, backwards, left or right on a 3D grid. The graphics are wonderful, with a similar screen layout to *Martianoids* — the game in the middle, the info on the outside. Naturally there are no game instructions, just a list of the usual 'features' (3D scenario, cork display, automatic collection feature and so on and so forth) that we always seem to get with Ultimate games. Obviously, I thought to myself, the idea is to collect things, so off I went.

I soon found out that it's remarkably easy to die, and after my fifteenth death I decided to do something about it. In short, I went totally psychopathic and started shooting anything in sight. This worked, and the nasties didn't kill me — they barely had the time! But I was so absorbed with killing them that I forgot where I was going and fell off, and had to restart the game!

Movement and scenario are typically Ultimate, and the music is as lively as you'd expect. What's more, the graphics are excellent, every inch what you'd expect from a company with a reputation like Ultimate's. Still, it's not as good as its previous games, and the few people who haven't given up hoping that the company will produce another winner of the standard of *Sabre Wulf*, *Knightlore* or *Alien 8* will be disappointed. Let's hope Ultimate does return again to its original form soon.

Graphics
Playability
Value for Money
Addictiveness
7

ENTERPRISE



Melbourne House/£7.95

Rick Can't make your bread no way, no how? Unimaginative bankers holding a knife to your entrepreneurial jugular? Well, you'd better get an extension built on your wallet 'cos with Melbourne House's *Enterprise* we're talking making mega-squillion cosmic buckeroonies. To them enterprise isn't just getting on your bike — it's pinching a space ship and boldly going where no Arfur or Del Boy's gone before to strike up some pretty iffy deals with the aliens.

That's the basic plot of this superior multi-faceted space flight simulator/text driven adventure. And despite its name it doesn't so much arrive before *Star Trek* as evoke fond memories of *Elite*. Facing a lengthy jail sentence for the starship's theft, you have no choice but to wander the universe hoping you can clinch the Big One so you can retire to Paradise Planet.

Enterprise's first screens give you scanner views of your cosmic position. Hitting Map gives you a more localized view and allows you to use the cursor to choose the planet you wish to trade on. And with 5.2 billion to choose from (so the info I had reckons, anyway!) you won't whizz through this lot on a wet bank holiday. Hitting fire will help you decide if you want to make the long, long journey as it'll punch up details like the mineral grades available, and whether the inhabitants are helpful and the economy sound. If you decide to go for it, lock in your co-ordinates, watch out for the G-force and hyper jump away — ger-rooovy graphics, if *Elite'*ll familiar.

Nearer the planet you'll exit hyper space and use your two sub screens to guide yourself and to look out for ships — especially of the police variety. Although you have boosters to speed your trip, illegal use of them will lead to the police nick, nick, nicking you. And though £16 doesn't sound much of a fine, it's crippling when the Ron Nice Guy Credit Co. only subbed your trip to the tune of £514 crinklies. If you successfully negotiate the descent through the planet's atmosphere, checking on your ship's yaw, pitch and speed, you'll go on to visual contact for the final landing sequence.

Having successfully flexed your arcade muscles you probably feel pretty cocky about ripping off those aliens. Trouble is, in the text Q and A section, when your log info says they're friendly it doesn't just mean they'll hand over the loot. It usually means they like a chat, and you'll need more rabbit than Sainsbury's before you get around to any dealing. And there's no cutting and running. You need these guys to close insurance deals, and to buy food and fuel to continue your trip. Suddenly the entrepreneurial boot's on the other alien foot.

Witty, concise and really rather wowie! *Enterprise* falls short of perfection only because it's an amalgam of previous notions rather than a whole new concept. But it certainly won't do Melbourne House any harm in the market place.

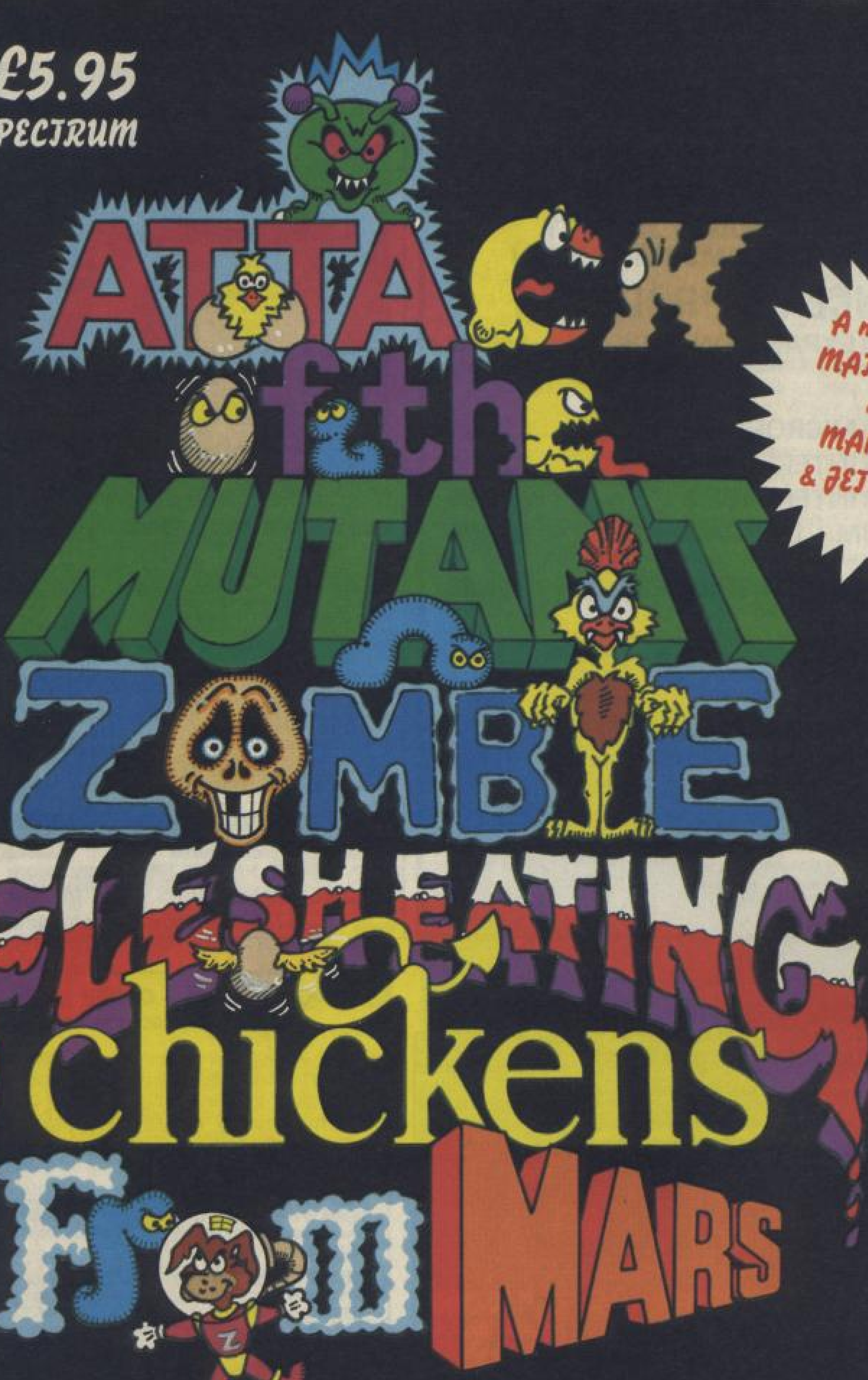
Graphics
Playability
Value for Money
Addictiveness
8



Win 15 Copies of Gargoyle's *Shockway Rider*

16. What does 'gargoyle' mean?
a) A waterspout carved in the form of a grotesque face and found on church gutters.
b) It's what you do every morning with the breath freshener.
c) Nothing, but it stands for 'Greg And Roy's Games, Oh Yes, Legs Eleven.'
Easy, eh? Turn to page 56 and scrawl in the answer.

ONLY £5.95
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A new game from MATTHEW SMITH author of MANIC MINER & JET SET WILLY

Starring ZAPPO the DOG

Dry, dusty deserted field, in the heart of Arizona. Soft rest the landing claws of the Martian silver ship. Many were the cackles of delight from tall and vicious chickens. Oft strolled through cheery cactus grove went Zappo our young hero, showed peacefully contentment. A broken shell of Elephant Bird across his path became. His eyes and ears alerted up. His nose a-twitchy raised to the wind. He saw them leave their silver ship; he saw their mutant hatching. He heard their evil plans for dogs and beasts. He said, "I shall not fear these fiends from Planet Mars, they are but chickens". He wished he hadn't for every single chicken turned to where he stood, and hoisted up their fearsome weapons. With nothing left to do, he jammed the broken egg shell on his head. The confusion reigned for half a tick and while he ran away, a thousand flaming bolts of fire burst all around his tail.

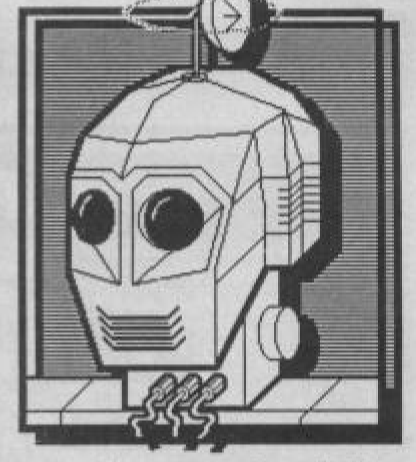
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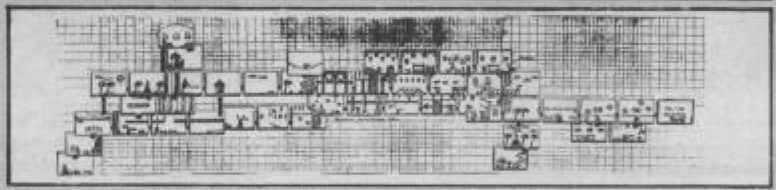


Dan DAN dan DAN dan DAN dan DAN... Just when you thought it was safe to go back in the water... *Hack Free Zone* 3D — The Motion Picture... Hints'n'tips beyond the stars!

Click, bzzzzzt! Hey, doesn't life look funny when you're wearing little paper 3D specs? You've gone all red and green and blurry... tsk! I can't be doing with all this. (Rip, shred, stomp). Ah that's better.

(Deep voice) A long time ago, in a galaxy far, far, far, far... well, just round the corner in the Horsehead Nebula, actually... a great adventure took place... okay, a bit of a scuffle in the cloakroom, but it was triffic fun! What am I dribbling on about? Well, it's the *Hack Free Zone*, that's what I'm talking about! What a mailbag! One under each eye, actually, but that's not important right now. What is important is the mound of high-class hints and tips we've got for you this month. So, brace yourselves for a trip round the universe of arcade games that'll knock your socks off, unravel your jumpers, brush your teeth, and put the cat out! (VrrrrroooOOOOMMMmmmm!)

SCEPTRE OF BAGDAD — MAP OFFER



May the camel of your mind's eye pass through many needles of your own design, effendi! If you've, oh bejewelled nonsense, been having the little troubles wiz the famous *Sceptre Of Bagdad*, there's a solution in hand. If you send a stamped addressed envelope to: *Sceptre Of Bagdad* Map, Hack Free Zone, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE I'll send you a blown up version of this map here for you to use to find your way around the sandy streets and flying carpetted skies of Old Bagdad! (Heh heh).

ZUB



"Oi," I hear you snort, "you've done this one before!" Well nice try, bucko, but no cigar. No, this isn't just any old tip for that super little game, this is *the* tip. The *very* tip! Tipper! Tippest!! I got this 'phone call... where's that tape? (rustle) Ah! (click, hmmmm) **"Hello? Is that Hex Loader?"** Well, it ain't Anne Diamond, pal! **"Oh good, 'cos I've got a really good tip for Zub..."** Hold it, we've already done that one. Thank you, good morning... **"No, wait a minute, tin man! You haven't done this one, you old spanner. You can get a cheat mode by starting the game, then pressing the keys 2, 4, 6 and 8. But further than this, if you type 1, 3, 5 and 7... you're not gonna believe this, but there's a whole new game built in, called *Lightfarce*, a sort of scrolling shoot 'em up like *Lightforce*! Yes, it's true! There are high score tables and everything. The game was apparently a project to see if the programmers of *Zub* could write a game in a day. They did. I love it, and the programmers should take a well earned rest."**

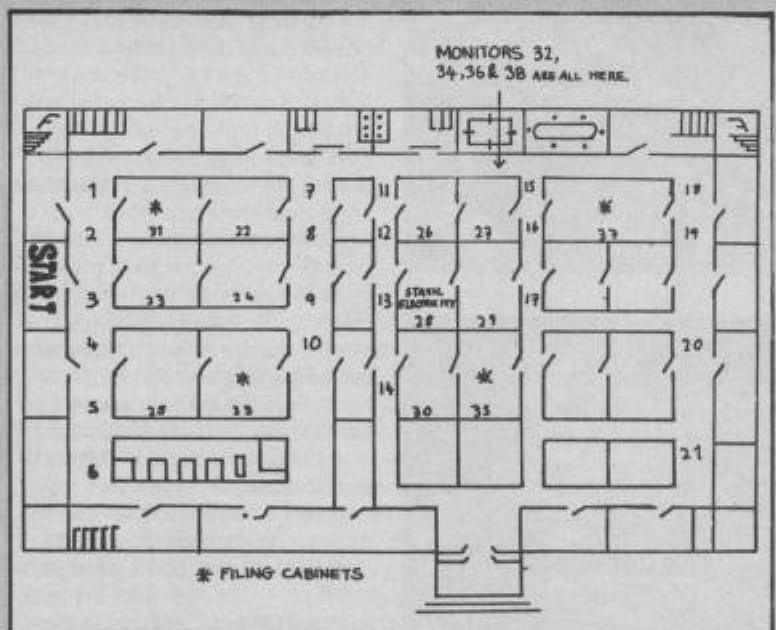
Good grief! I'm not sure I believe this... let's try it. (Click, booo, beee, bibbly, bibbly, bibbly, bipp!) Right, press 1, 3, 5, 7... WOW! Is *is* true! What a super little blast-your-alien-friends-to-subatomic-particles-game! So how about some hints and tips for this little baby, hmm?

CONTACT SAM CRUISE

Take my breath awwaayyyy! Oh, *Sam Cruise*! I thought you said Tom Cruise. Oh well, what about it? **"It's Ariya Priasantha here."** Oh hello, my little unpronouncable chummie. And how are you? **"Very chipper thanks. Would you like to hear my Humphrey Bogart impression?"** Play it again, 'Santha.

"I was trying to get some shuteye when this dude rings the bell. I was going to smash the doopy out of him, but he stopped me just in time. It was dark, and I couldn't see his face. He said, "there's going to be a murder. Be at the Hotel du Bury tonight." And then in the blink of a cliché, he was gone... I wondered who it was they were going du Bury. (Ho ho) I put on my trenchcoat, put the collar up, and took a stroll to the hotel. Once in the hotel I noticed a trail of blood drops on the floor leading to room 21b. It was tough to follow the blood through all the gravy stains, but I'm trained for that sort of thing. I opened the door with my American Express card. I never leave home without it. In the room, at the top left hand corner of the hotel, I found some money. I ignored the telephone ringing and scooted out of the hotel, quickly donning a disguise to fool the police on the way out. Then I went to the police station..." Huh? **"...where I went up onto the roof and walked off it to the left onto the next building. Going down to the second floor, and walking right, I found a key! I pocketed it and went out of the house into the street. Then I went to house no.15, where I found another key to the right.**

HACKER II by ALEX HUGHES



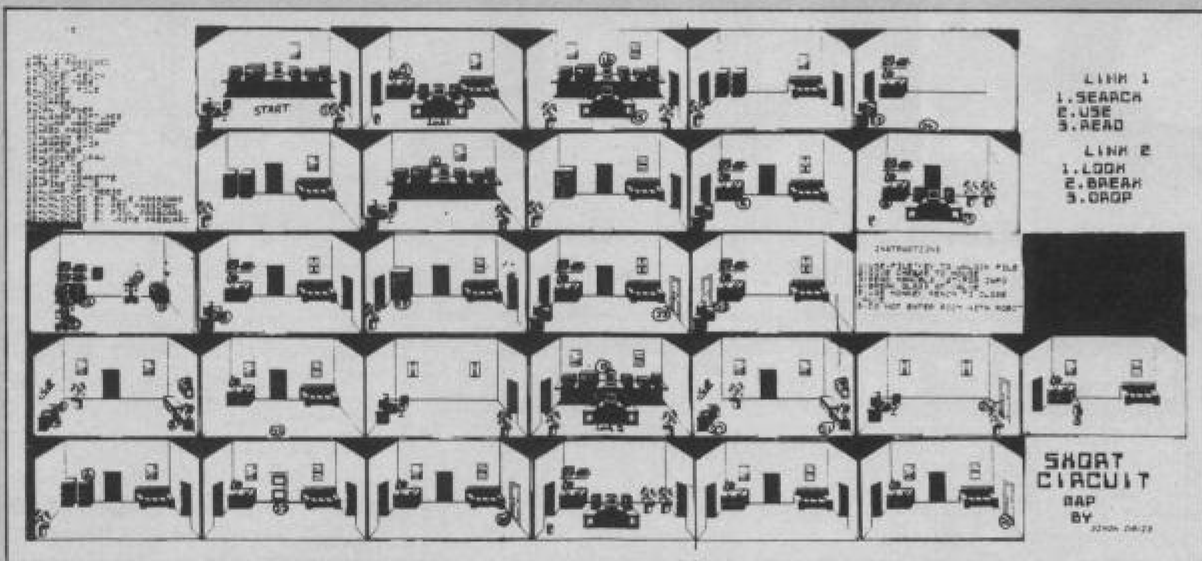
Haaa-ckerrrr two, two, two, push pineapple, shake the tree... Ho ho ho, the old jokes are always the best. (Oh please yourselves!) Yes, you wanted the best and you've got it! Here's a diagrammatic representation (map to you!) of all the rooms in *Hacker II* so you can hack your way around the complex without getting a bit lost. Like you do now (chortle).



Win 15 Copies Of Atlantis' Sceptre Of Bagdad

17. What did Sinbad say to get the cave open?
a) Open, sesame seed bun!
b) Open Sesame!
c) Open Ingtime!
Inscribe your answer on the coupon you'll find on page 56, then wait for the magic carpet to arrive!

TECHNICAL FAULT — SHORT CIRCUIT



Aaaaaahhhhh! What's happened? All my letters from last month have been eaten by a little trundling robot with sharp pointy teeth. This means I can't do the second half of the *Short Circuit* solution by Karl Fudge and Ian O'Connor! Dang it! Blast it! Haylp! Dearest Karl, please send me the rest of the solution again so's I can print it! Per-lease. Pretty per-lease with sugar coated frosting! To keep all you ravening hordes off my back, here's a special *Short Circuit* map from super Simon Davis of Sheffield. Hope this will help you.

Going down two floors and going left, I found some more money! (Hmm, bucks bucks bucks!)

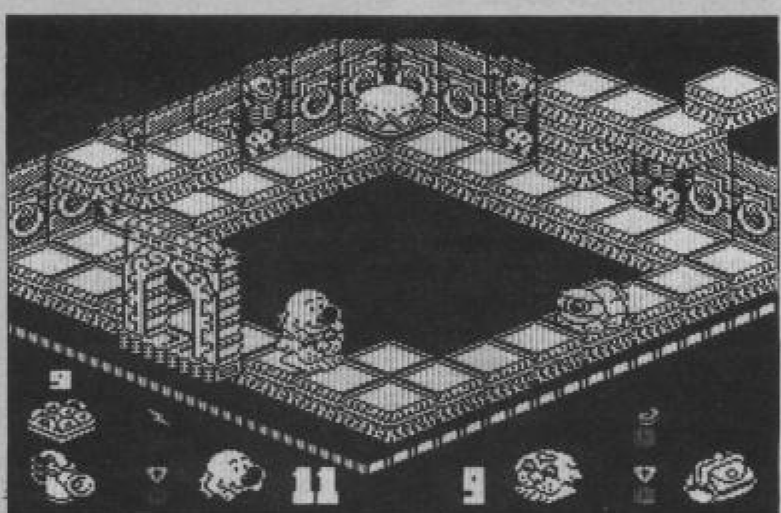
"Getting the third key off the fat man was a little more difficult. First I had to go up the stairs in no.19, then down the fire escape. Then I walked down to the very bottom of the fire escape and waited for the fat man to walk underneath... and I dropped on top of him, knocking him unconscious. Walking on a bit I picked up the third key where he'd dropped it. Then it was off to no.27, onto the roof again. Then I walked left across the police station roof, and left again onto the roof of no.31, and down onto the street. Then I went to the Hotel Royale, where I went to the Green Corridor, and walked right until I came to the telephone. Before answering the phone I changed my disguise to a nun (like you do) then went upstairs and got ready to jump off the right edge of the roof. There was a connecting passage being watched by a guard. I waited until he was on the far side, then jumped off, knocking him out. Then I kept walking right, picking up the fourth key as I did. Then I left quickly by the stairs I came up. Once I was on the street again, I walked right up to no.74 and knocked on the door. I went up the stairs and got picked up by the mobster and dropped off the roof... aaaaAAAAAAHHHHhhhh ... splat! Wurr... when I woke up, I went straight back into 74 and ran up to the top floor, and to the right I found the grappling hook. I picked it up, using the 'g' key, and got out quickly. Now I had to knock out the mobster in front of the police station. I stopped outside no.31, and walked up to the mobster. When he ran up to me I ducked into no.31 and ran up the stairs. When I got to the roof, I dropped off the right hand edge of the roof. Hah! I landed on top of his head and knocked the sucker out! There wasn't much time left, so I ran right, and went up the stairs next to no.19 up to the roof. I walked to the right hand edge of the roof and pressed 'c'. This threw the grappling hook. I walked across the rope to the other building, and walked down the stairs... I found a pile of dollars, and walking left I found the budgie!!! (Yee hoo!) I picked up the budgie, and hopped up to the roof again, dropping down onto no.19. Going left, I found the fuse, and broke it with 'f'. Then I ran down and out of the building and went back to my office. I picked up the phone and dialled 7162. Lana answered, mentioning the bird. I waited until she was climbing the stairs to my office before I dialled 999. The cops took her away, not noticing me in my blue disguise! That was it! The case was closed..."

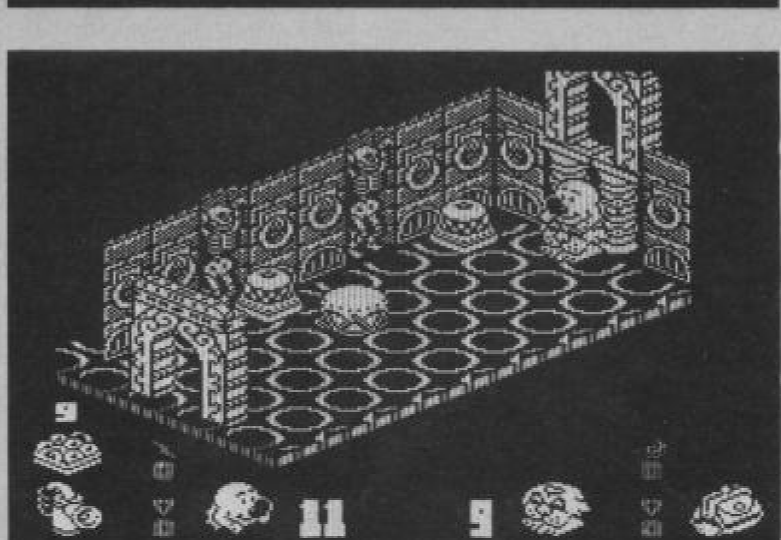
Wow, Ariya! That was just like watching one of them old black and white Bogart films. I ate four boxes of popcorn, how about you?

HAYLP — NEMESIS THE WARLOCK

Simon Wright is in Deep Doings. Yep, he's gotten himself stuck in the new game from Martech, *Nemesis The Warlock*. Here's what his little tearsoaked missive said... **"After reading about the new *Nemesis The Warlock* game in the April YS, I straight away nipped down to my local computer boutique and bought it. After a few goes on it I was getting pretty good... that is until I got to the exit from screen two. On entering screen three, I just**

DR BERKMANN'S *HEAD OVER HEELS* CLINIC





The Pit screens on the Penitentiary planet are causing problems for **M Page** of Tunbridge Wells, not because he keeps falling in (that's something you tend to do only once), but because he can't get up to the next level. And it's by no means trivial, Mr Page (or may I call you M?). It's the screen before where you'll need to do most of the hard work. Send in Head first and get him to neutralize the fizzy nasties. Now flip over to Heels and send him in. Join them up, and then pick up the drum (centre). Place this by the door, jump off and then get Heels to leap onto Head. Then Head can get up onto the drum, allowing Heels to get into the next screen. Leave Head where he is. Heels meanwhile moves clockwise around the Pit screen, avoiding the guard, and jumps on the drum in the corner. Get him up onto the platform to the left, and leave him ready to push the drum onto the passing guard. Now flip back to Head and bring him in. Send him anti-clockwise, letting him jump over the guard, and position him on the far right corner. It's up to Heels to push the drum onto the guard's head; then Head must stun him just before he passes under the platform on the right. Bring Head round clockwise, join them up, and jump onto the drum. Take it with you, 'cos you'll need it on the top block to get further upstairs. Phew! If you've got a problem with *Head Over Heels*, or you've come up with a particularly frootly solution (Safari crown screen, please?), write to Dr Berkmann's *Head Over Heels* Clinic, *YS*, 14 Rathbone Place, London W1P 1DE and you could win a badge.

HEX'S HEROES

Yowser yoswer yowser!!! Those fluffy slippers, those wagga wagga eared little loplings! My little tricorders! Yes! It's those fab gear bobby soxers, the Hex's Heroes... Yaaaaaayyyyy! And what a fine collection of melted cheese toasties we have this time around. Why, they come from all over the globe (Hey babe, where are *you* coming from?), which is kinda weird, 'cos the globe in my bedroom is only a foot in diameter... how the flip do they all get on it? And what happens if they stand up, do they bump into the bar that fixes the spindle onto the stand? Eur... strange!

First up is **Loïc Rich**, who has amassed a humungus score on that teriff game, *Zub*. Sounds like that insect I was talking to earlier, flying backwards. Anyroad, Loïc has completed it and is very pleased about it. By the way, Loïc, where did you get the nice froggy notepaper? I'd like some...



Loïc Rich
Zub/Completed



Alan McGregor
Mikie/78,000



Wayne Allen
Cobra/158,000

The next mugshot in the old Edgar Lustgarten file is that jolly Scot, **Alan McGregor**. He's scored a whole passle of telephone numbers on games like *180, Ping Pong* and *Hypersports*, but where he really shines is in his score of 78,000 on *Mikie*! Och aye, Alan. Well done, the noo, and I don't mean my steak.

Durrr, Don't Push Me! Hey, it's Sly Stallone, what's he doing in h.... wait a minute! There's someone hiding behind that paper cutout... it's **Wayne Allen**! He says (and why not) that he's scored a mind-puréeing 158,000 on *Cobra*. Well! Are you sure you didn't cheat. Wayne? **"Actually I had a bit of my brain removed to help me."** Ah, I thought so, a bit of surgical interference, eh? Humph! Alright, that's all for this innings, my little cricket balls, my little Ian Bothams, my little all rounders... my little...

Click, bzzzzzzzzzzzzzzzzttt!

kept falling into Torquemada's bottomless pit of a mind! This happens every time I play. Please could somebody tell me how to get into screen three?"

Tsk! I dunno, mebbe you should take up something a bit less difficult than computer games... like driving a school bus in Venice or summink? I haven't the slightest idea on this one, chummy, but mebbe our happy heroes, the Zone readers, can come up with a solution. Anybody out there a *Nemesis The Warlock* wiz?

HIVE

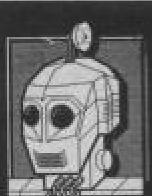
BzzzzzzZZZzzzZZZZzzz... Buzz off **Nigel Lacey**, I've printed your map, what more do you want? **"But I've got some hints and tips for *Hive* too!"** Oh well, let's have them... and *stop* buzzing around my cup of coffee, there's no sugar in it! Tsk! I dunno, some insects... **"Aw! Oh well, here goes. Though your gun from Strata 0 is useless in Strata 1, it's worth keeping, as occasionally a guard sting will cause your other laser to vanish, possibly leaving you trapped by a face. (Shoot him in the eye to get rid of him!) When I get up to Strata 1, I usually go for the gun (arrowed on the map) rather than waste energy anywhere else. It's a very good idea to pick up a bomb while you're doing this, as there's often a guard sting nearby. I don't carry bombs unless I've lost my laser, and I certainly never carry *two*, 'cos of the energy you waste carrying all that weight. If you wait near where a pylon was, it will regenerate. But this is best done in a place where you can switch from fore to rear view and see all the passageway. When you meet a guard sting moving towards you, turn around immediately and shoot it using your rear view, then if it gets too close you can accelerate out of harms way. Oh yes, but don't forget to open portcullises as you do, or you'll get caught! If a hydra sting is getting close to you, don't shoot at it as it will only split in two, and you won't get a second shot at it before it hits you. There! That's it! Bye... bbuzzzzzzzZZZZZZZzzz..."** Cor! I thought he'd never leave. All that buzzing business was making my audio pickups ring! Brrr.

AND SO TO BED

BoingggNGNGggNG! Yep, this is as far as this little old hints and tips train goes this time. If you've got any hints and tips for any brand new games, send them in a firmly sealed envelope (preferably with a loving kiss) to the address I mentioned earlier, and if I haven't seen the likes of them before, I'll print 'em. Hah! I'm not proud! So get them hints and tips coming in, and we'll say no more about it.

Be good!

Click, bzzzzzzzzzzzzzzzttt!



Okay, you guys. So you sent me some mail. But don't think it's gonna stop there, no sirree! All you Space Harriers, Frogs, Wizards, Space Pilots, Tank Commanders, Zubs, Small Furry Creatures from Alpha Centauri, Hitch-Hikers, Slime blobs (G'night John-Boy! G'night Slime blob!). Old jokes, and even T'zer had better getcha joysticks working, 'cos I need them tips. I'm not kidding.

Playing tips can be just one or two pointers to better play, or a blow-by-blow solution to the whole flippin' game! Maps must be drawn in ink (black is best) on white paper, with a view to being shrunk to fit on the page. So get mapping and zapping bee-cause... dan-daaaaaannnn ...every one we print in The Zone gets a brand spanking (whack!) new badge!!! They're real nifty, too! Send your epicentric epistles to: Hex Loader, Hack Free Zone, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

HIVE MAP



BzzzzzzzZZZZZzzzzzzzzzZZZZzzzZZZZZzzzzz... what is that noise? Sounds like a huge buzzing killer wasp, or some such mularky. Oi, you over there with the wings and great big stinger! What's going on? **It's the *Hive* map that I did. It makes me buzz with excitement."** And who might you be, my little insect? **"I'm Nigel Lacey, of course!"** Ah yes, silly of me really. Have you ever seen that movie, *The Fly*? **"About 90 times!"** Yes, I thought you might have. **"Here are a few notes to go with the map. (The numbers correspond to those on the map).**

1) To get here take the southern exit (marked 'Strata 1') from Stata 0.

2) At this point, a large hand hangs, blocking the corridor. It is worth a visit, in spite of the fact the key to open this 'portcullis' is on a higher level somewhere.

3) Here is a junction where you may go either up or down as you approach from the West. The *lower* area is shown on the map. If you go upwards, you find a long low passage eventually leading to Strata 2.

4) This is the prison on Strata 1. I have yet to find a key that will open the prison bars to let me escape. (Or break in!)

5) To get to here, take the western exit from Strata 0, labelled 'Spiral Up To Strata 1,2,3,4'.

6) This is Strata 2, but I haven't yet found the key to open the portcullis!"

Thankxx, Nigel. Now buzz off!



Win Ten Copies Of Microsphere's *Contact Sam Cruise*

18. ***Who played James Bond in the first ever Bond film* — Casino Royale?**

a) Boris Niven?
b) Edward G Niven?
c) David Niven?

Clever, Mr Bond, too clever. Now turn to page 56 and fill in your answer.

HIT LIST

There are a load of new entries in this month's chart. And the amazing thing is that they're all *YS* megagames! Well, okay, apart from US Gold's *Deeper Dungeons*, and that's one really, 'cos it's the extension to *Gauntlet*, which did get a megagame in the February issue. The only reason *Deeper Dungeons* lost marks was that people who didn't go for the big Glove weren't likely to go for it. This all proves that you like what we write though — what a discerning bunch you are!

As well as the new entries, there are a load of long lasters. F'rinstance, champ of the lot is Firebird's *Olli And Lisa* — it's been in the top twenty for the grand total of 29 weeks! Next one down the line is Elite's *Paperboy* at 25 weeks, followed by *180* and *Speed King 2*, both by Mastertronic, and in the charts for 21 weeks. They may be good 'uns, but don't you think it's about time the top twenty had a fettle out? Let's see some good new surprises in there next month, 'cos there are some great games around!

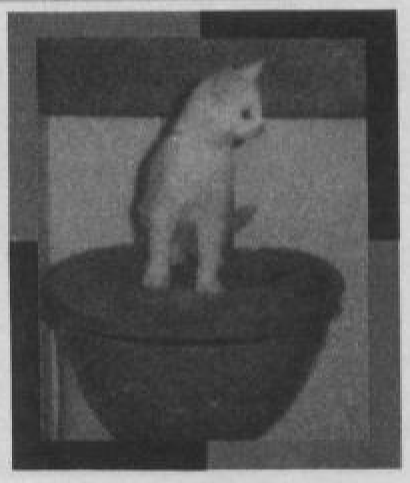
12 MONTHS AGO

Position	Title/Publisher	YS Rating
1	Green Beret/Imagine	9
2	Bomb Jack/Elite	9
3	Heavy On The Magick/ Gargoyle	9
4	Way Of The Tiger/ Gremlin	9
5	Incredible Shrinking Fireman/Mastertronic	7
6	V/Ocean	8
7	Cyberun/Ultimate	8
8	Turbo Esprit/Durell	9
9	Devil's Crown/ Mastertronic	8
10	Starstrike II/Realtime Software	9

THIS MONTH'S TOP TWENTY TITLES

Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
▶ 1 (1)	9	**Feud**/Bulldog	8
▲ 2 (3)	13	**BMX Simulator**/ Code Masters	7
★ 3 (NE)	1	**Enduro Racer**/Activision	9
▲ 4 (5)	29	**Olli And Lisa**/Firebird	9
★ 5 (NE)	1	**Six Pak**/Hit Pak	—
▼ 6 (4)	25	**Paperboy**/Elite	9
▲ 7 (9)	17	**Gauntlet**/US Gold	9
▼ 8 (7)	21	**Speed King 2**/ Mastertronic	7
▼ 9 (6)	5	**Curse Of Sherwood**/ Mastertronic	5
★ 10 (NE)	1	**World Games**/US Gold	9
▲ 11 (14)	21	**180**/Mastertronic	9
▶ 12 (12)	9	**Thrust II**/Firebird	9
▲ 13 (15)	17	**Konami's Coin-Op Hits**/ Imagine	—
▲ 14 (17)	17	**Super Soccer**/Imagine	8
▼ 15 (10)	5	**Vampire**/Code Masters	4
★ 16 (NE)	1	**Head Over Heels**/ Ocean	9
★ 17 (NE)	1	**Deeper Dungeons**/ US Gold	7
★ 18 (RE)	1	**Football Manager**/ Addictive	7
★ 19 (NE)	1	**Saboteur II**/Durell	9
▶ 20 (20)	17	**Footballer Of The Year**/ Gremlin	6

This chart is based on the *MicroScope* chart as compiled by Gallup.



DESERT ISLAND DISKS

This month's castaway is a poor little pussy, known to his friends as **Barry Lawes**. He sent us this letter from his floating loo. Off you go Barry, purr away.

Commando /Elite
The first game I ever bought — great fun for killing Commie so an' sos!

Trap Door/Piranha
Loveable, cute graphics, lotsa puzzles and ber-illiant sound!

Dandy/Electric Dreams
Brillo Gauntlet clone/predecessor. Lots of fun and great graphics.

Superbowl/Ocean
Lots of people didn't like it, but I say "First class, Ocean!" Magic version of American footie.

Sacred Armour Of Antiriad/ Palace
Brilliant graphics and sound, and I always was a bit of a savage!

Heavy On The Magick/Gargoyle
What graphics! Nice input system, great death animation. Good music too.

Cobra/Ocean
Well, what can one say? More than Sly Stallone, I bet! I just lurve the sprites and what a treat for the shells!

Elite/Firebird
Neeeeeoooow! Zap! Booom! Kapow! — and that's just while I'm docked. Brill trading game with arcadey bits.

YS · MIDSUMMER · MADNESS



Win Three Gauntlet T-shirts And Three US Gold Sweatshirts

19. Which fabled King of England got lots of help from Merlin the Wizard?
a) Elizabeth II
b) Roger III
c) Arthur

Good morrow, good sir! Done that, I prithee? Have at ye to page 56 and inscribe your answer thereupon.


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Flunky

"Flunky?" "Yus, mi'lady." "Kindly do One a megagame preview of Piranha's new game, will you?" "Very good, mi'lady. By the way, it's Phil South, not Flunky..." "That'll be all, Flunky." "Yus, mi'lady."

It's not easy being a flunky in Buckingham Palace. So much to do, and so little time. But you see, there's a reason behind Flunky's urge to be a servant at the Royal personages' beck and call... he's a closet autograph hunter, and working for the Windsors is the best way he could think of for getting them to sign his book.

A flunky is a servant, and the star of Don Priestley's new game is exactly that. You know the kind of caper, white wig, tight red tailcoat, knee-high tights...Once he's inside the Palace, the Majordomo tells him his first task is to light all the fires in the Palace, so off he struts. But it's not that easy, 'cos as soon as he enters a Royal apartment, the Royal in question asks him to do them a favour. Well, actually they *tell* him. He is a servant, y'know!

Doing the tasks you're set is no picnic either. If you accidentally leave a Royal apartment with something in your pockets, you're shot by the guardsmen for stealing. And don't fall foul of the Chinese cook – if you try to take anything from the kitchen, he'll try to part your hair... with a razor sharp meat cleaver! Good grief! I didn't know ER was into Chinese nosh, did you?

The correct way to complete the tasks is difficult to discover, but an absolute cinch once you know how, and lots of fun is to be had in the process. Of course once you've completed the game, the point of playing becomes different, 'cos now you must get higher scores and do the whole lot quicker, too.

The thing to remember in Don Priestley games is that nothing is quite as it seems, so just wade in there and try things out – the crazier your idea, the more likely it is to be the correct solution. Like what could you do with a remote control unit in a room covered in pictures of boats and helicopters?

Flunky is much bigger than Don Priestley's other Piranha megagame, *Trap Door*, having some fifty or sixty different locations. The biggest difference, though, is that whereas in *Trap Door* the full screen was used for each location, *Flunky* uses partial screens, which lock together to form a 3D maze of rooms going into and out of the plane of the screen. You might walk through a door at the front of the screen, and then the view snaps back to show you the room you've stepped into. There are stairs to walk up, levers to pull and doors to open (somehow!) If you complete the task correctly, you can get the autograph of the Royal in question, thereby scoring points in the game. Lots of autographs and a speedy time boost your score.

Once again, just like *Trap Door*, the character you control has an amount of artificial intelligence, so if you push Flunky in the right direction he'll pick up objects or find the door you want him to go through. This saves a lot of hassle lining characters up exactly, and is one technique which sets this brand of cartoonimation head and wig above the rest!

If you like arcade adventures, but are a bit tired of the usual old formats, then *Flunky* is the game for you. The puzzles are taxing, the cartoon graphics are brilliant, the sound effects fast and funny. In short, a good value, ripping arcade adventure, and hopefully a taste of things to come.

Fax Box

Game	Flunky
Publisher	Piranha Software
Price	£9.95



The dogs, Ma'am? Go and fetch them? That sounds easy enough. Where are they? You don't know. Ah, I see. Well, I s'pose I can look in every room.... Finding the little beggars should be quite easy, but coaxing them to follow you back to the throne room – that's the problem. Well, you could always tempt them along with a little something from the kitchen...



It's the Duke Of York! Has he got 10,000 men? Did they march right up to the top of the hill, and march right down again? Never mind that – Flunky faces a different problem in the Royal bathroom. Andy wants his boat to play with! Of the many boats in the Palace, Flunky must find the right one. Will he launch it with a bottle of champers, though?

King Berk!



While we were looking at the preview of* Flunky, *it so happened that Don Priestley had just arrived on the boat from Eire. Phil grabbed a few choice words with the man himself over a cup of coffee and a fluffy Berk. (Eh? Ed).

When did you start programming?

Before 1981 I'd never touched a computer. I was the parent of an eighteen year old at school, who was getting no hands-on experience of computers. So I enrolled him in a computer club...and just to show willing I enrolled myself as well. Of course the obvious thing happened – my lad lost interest and I got more and more involved.

So where did you go from there?

I bought a computer magazine, and saw that people were selling games! I did a version of an old computer classic called *Mugwump*, which I eventually sold to BugByte for £75. I'd have been happy if I'd been paid a fiver. So that was it, I was hooked.

What was the first thing you wrote on the Spectrum?

Hmm. Oh yes! The Spectrum came out in 1982, and I thought the easiest thing to do would be to translate my best game, *Dictator*. So that was my first Speccy game.

***How did you get involved in* Trap Door?**

Well I evolved the style of big coloured sprites and screens which were built in layers for *Popeye*. Then Piranha got the rights to do *Trap Door*, and thought that my new technique would be the perfect style for it. So I got a phone call. Oh and is it a trade secret that there's another one, *Trap Door II*, in the offing? No? Oh, well, there'll be a sequel, by the way...

So how do you program a game?

Making the big graphics is no problem. It's making the big graphics do something that is. So it's saving memory all the time and using graphics characters in as many places as possible.

The real problem is to superimpose these sprites over a coloured background without colour clash. This is done by building a map in memory and building it up layer by layer. So as it draws the screen layer by layer, from the 'back' of the screen, it says all colours which go on top of this or that INK, or PAPER, to keep the colours right. Doing it like that you minimise the attribute problems and get a coloured character on a coloured background. I'm getting it down faster as I go along. *Flunky* is the fastest one yet, but I did that with some partial screens, so it fairly clips along. And that's it, really!



It's that famous horse brass collector, the Duchess of York herself! Fergie's looking a bit funny though, there's something wrong and I can't quite place it... oh, she hasn't got her freckles! Perhaps there's some make-up in the bathroom you can use...provided you can find a way of splattering it all over her face, that is!



Hi there, Chuck, what's the problem...besides sitting on a push-me-pull-you rocking horse and having no polo balls to practice with? So where are they, then? In the next room? No problem...Except for the fact that they're wanging around the room and you have to bounce them over the wall. Oh yes, and don't get bonked on the head, 'cos they're really hard and you'll lose a life.

Win 15 Piranha T-Shirts

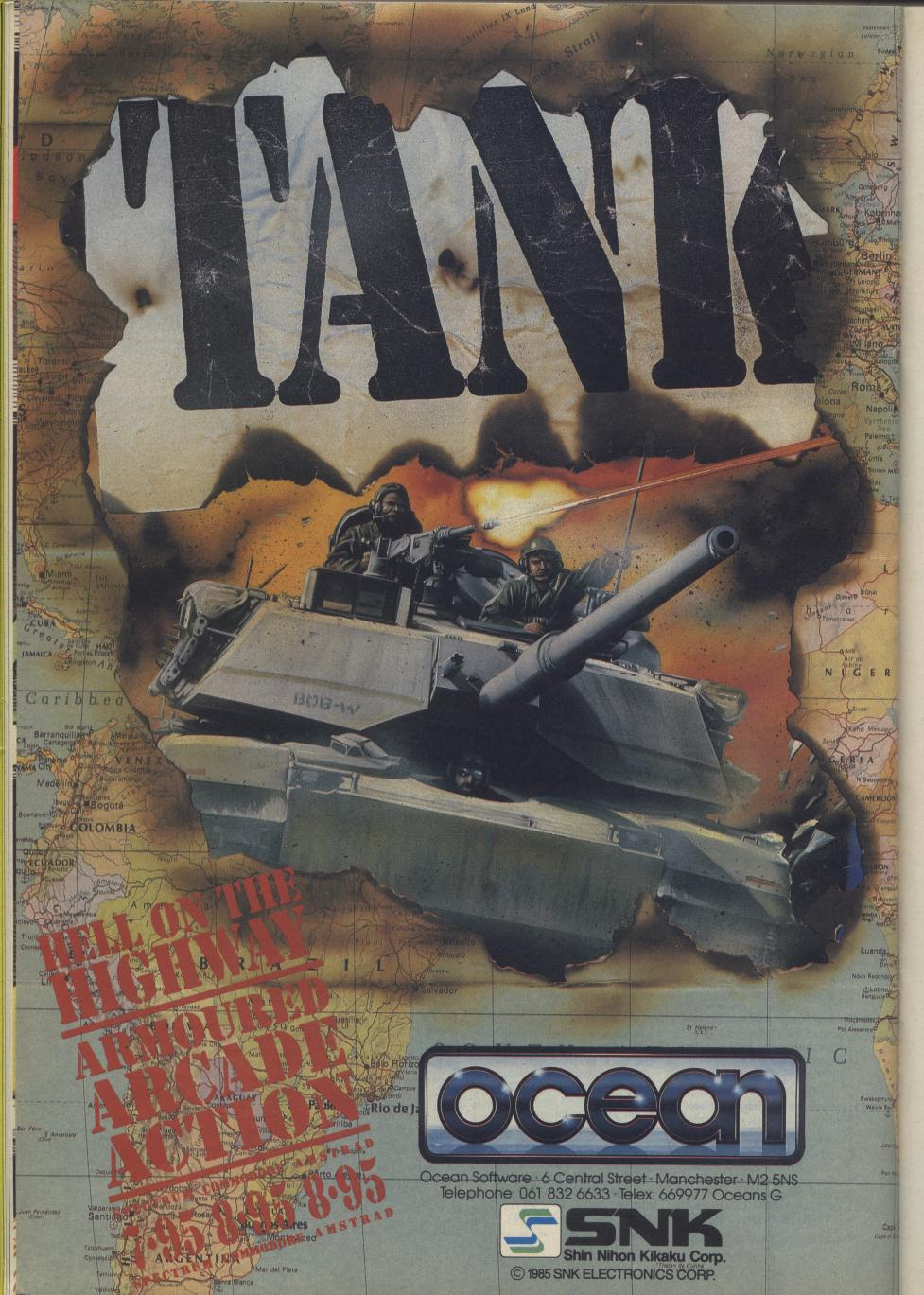


20. Which of the following is *not* a freshwater fish?

a) piranha?
b) tench?
c) bream?
d) dachshund?

Fill in the form on page 56 and you could get quite a catch!

Illustration:Nick Davies


TANK
HELL ON THE HIGHWAY
ARMOURED ARCADE ACTION
SPECTRUM COMMODORE AMSTRAD
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SHOOTOUT AT OCEAN GULCH

The time — midday (well, 2:30 actually). The place — the OK Corral, Manchester. The challenge — to win an *Arkanoid* arcade machine. *YS* sent *Marcus Berkmann* along to drool pathetically.

Of course what really bugs me is that "No employees of Ocean and Dennis Publishing may enter this compo" line. Why not? Do they think we'd cheat? (*Yes! Ed*). I knew the perfect home for that *Arkanoid* arcade machine — mine. But no, they said, that game-in-a-suitcase is for the readers not for the likes of you. And to add insult to injury, they packed me off to Manchester to report on the nerve-tingling climax to the whole compo — the *Arkanoid* play-off at Ocean Gulch.



A man's gotta do what a man's gotta do, and Trevor's been training hard. Know wha' I mean, 'Arry?

Three contestants, lining up for the fight of their lives. One console, crammed skilfully into a metal suitcase by Steve, Ocean's resident boffin. Steve had done a great job — two fire buttons, the same dial control as in the original arcade game, and an extended play option just in case you felt like restarting where you'd left off. And no faffing about with 10p bits, either.

The contestants. Steve Todd, 13, quiet, determined, hungry for success (and pizza). Andrew Lea, 14, mean, moody and mighty keen on the beef sarnies. And Trevor Wright, 38, primary school teacher from Melton Mowbray and a worthy representative of us more mature arcade maniacs. As we wolfed down the nosh so kindly provided by Ocean, you could cut the atmosphere with a thermal lance.

Trevor went first. The rules: two goes each, with only the highest score counting. A hush settled over the room, punctuated only by the Ex Ed slurping Tennants Super under a table somewhere. Trevor was keen to win — his excuse being that his pupils would be delighted, but that didn't fool me. He started well, losing his first life on 4010 and his second on 8520. But just as he was settling down, he overspan the backhand and it was all over. 9140 and Andrew to play.

Andrew knows his stuff. A Liverpool supporter from Ormskirk, he inherited his Speccy from his brother Michael, who came along in support and didn't want to be mentioned (sorry, Mike!) Andrew's done quite well out of us — this was the fourth time he'd won a runners-up prize or better from a *YS* compo. He started nervously, dropping a life at 1320, but quickly recovered, grabbing an extra life and not missing the spheroid until 8750. But suddenly, with his first



The winnah! Andrew Lea prepares to walk off with the gamester's dream prize. But will jealous YS staffers allow him to leave the building unharmed?



Much to concentrate on as Steve puts in some sneaky practice. An Ocean pot plant looks on, gripped.

level all but knocked off, it was Game Over, Player One. Final score: 15750.

Then Steve, from Leeds, fan of table tennis and Elite's *Paperboy*. A quick exit at 80, then he warped impressively through to the next level, and ended up on a useful 12000. At the end of round one, there wasn't a lot in it.

Trevor's second try started badly, with two lives down at 1930, but he recovered well. Even so, with 10110, he couldn't challenge Andrew and Steve.

Andrew now had the bit between his teeth. His second go started well, as he cleared level one without losing a life. But liberal use of the laser limited his score, and once the rot set in, he was probably surprised that he didn't score more than 14320. He was still in front, though. Could Steve beat 15750?

In the end, he couldn't. In fact he had rather a rush of blood and bombed out at just 580. Too much pizza, I thought. So it was Andrew Lea who finally ran out the victor in a tense, gritty battle of wits and nerve. All three took home the legendary Ocean goody bags (games, T-shirts, who knows what else!), but it was Andrew who walked away with *Arkanoid*. And quite a prize it was too. Very nearly portable and virtually unique.

And the train broke down on the way home. It wasn't my day!

As well as Andrew, Trevor and Steve, another ten amazingly lucky people walk off with copies of Ocean's *Arkanoid*.

Denis Curtin of Old Trafford, Manchester; Ian Macaskill of Barmulloch, Glasgow; Nigel Gibbs of Aston Clinton, Aylesbury; Carl Bradshaw of Chorley, Lancs; Neil Gwynne of Ross-on-Wye; Steven Scott of Runcorn, Cheshire; James Barnaby of Lower Easton, Bristol; Jonathan Smith of Denmead, Portsmouth; Rich Finlay of Bilton, Rugby; Shaun Western of Leicester.



Win An Ocean Sportsbag And Six Ocean Mugs

21. *Which sporting all-rounder appeared in a best-selling Ocean game?*

a) Daley Bread?
b) Daley Thompson?
c) Thomson The Cat (Who he? Ed)

Now sprint to page 56 and let's discus it further

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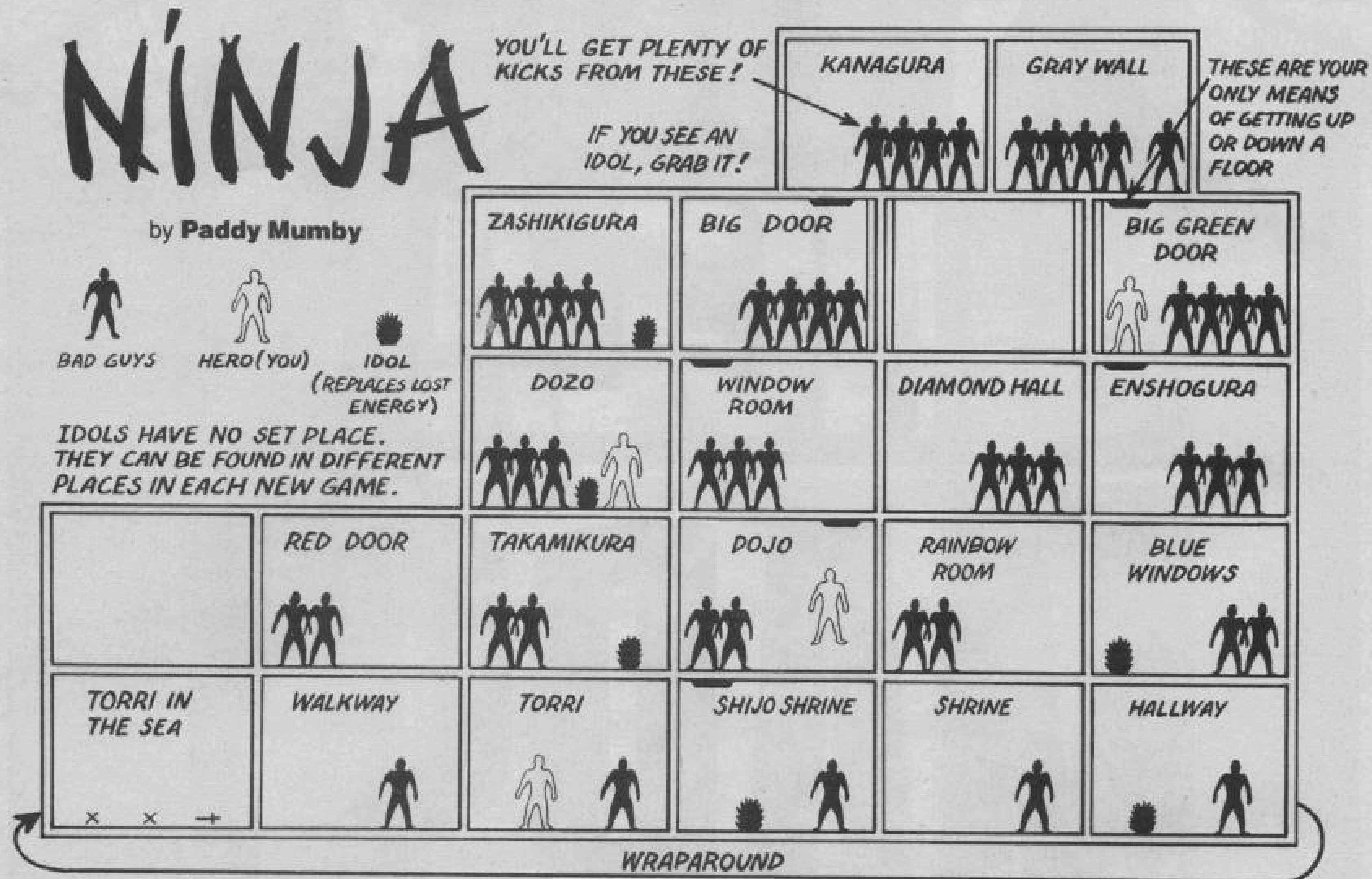
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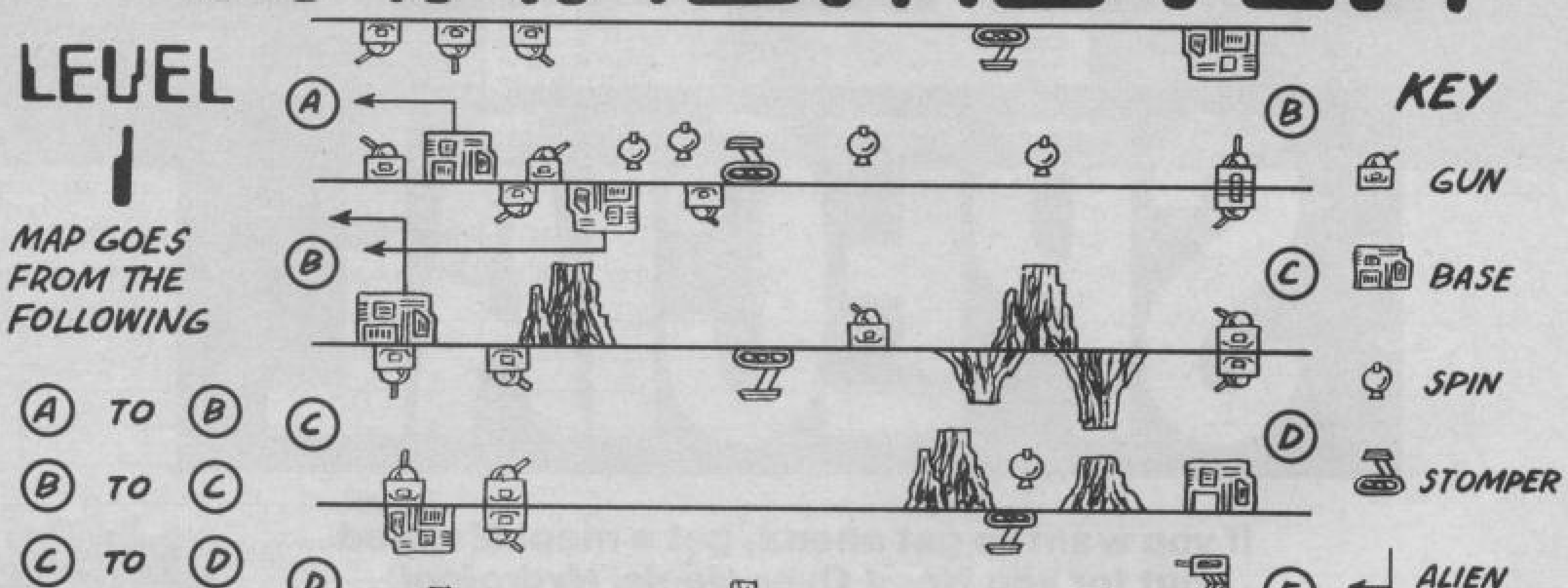
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by **Paddy Mumby**

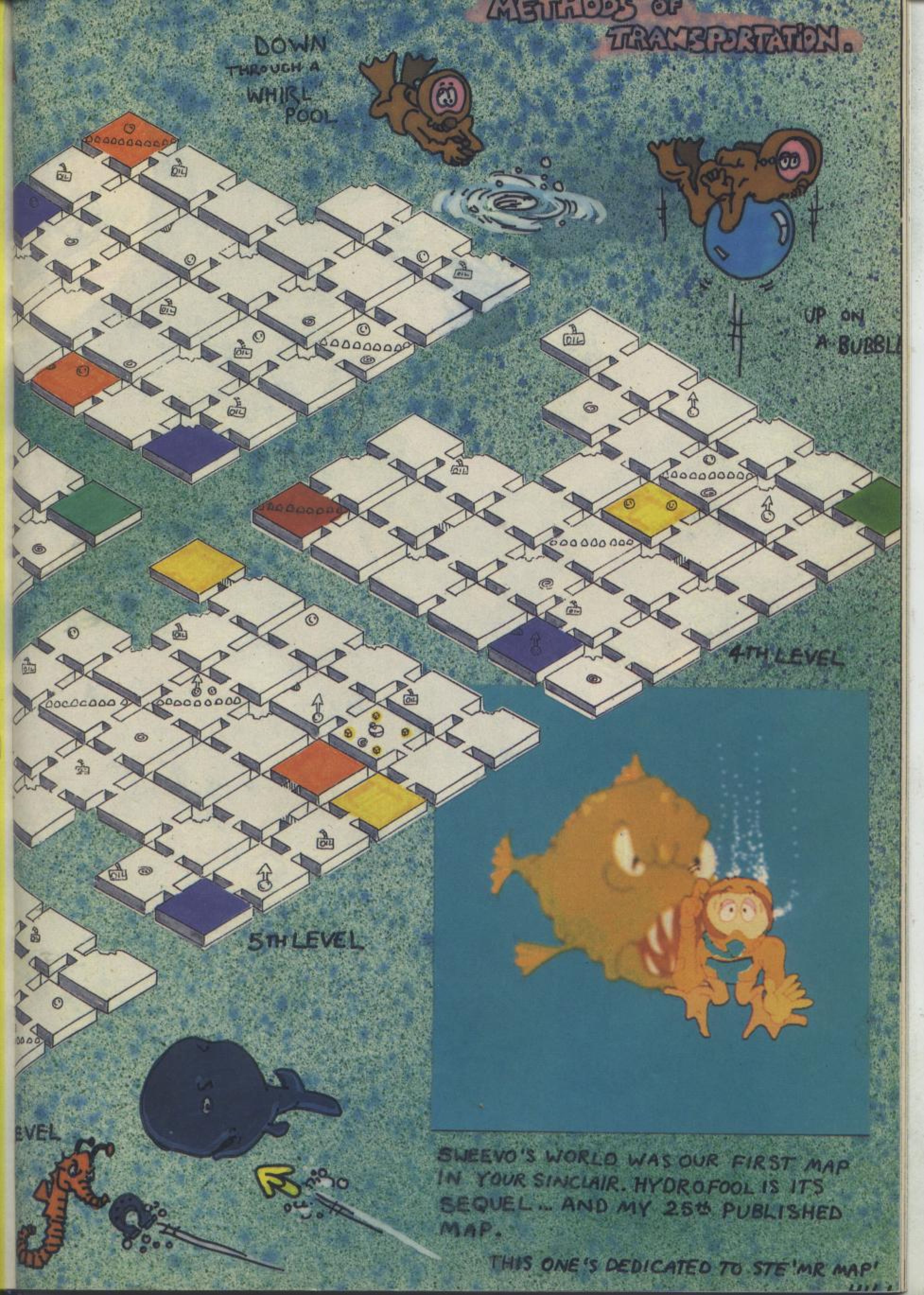


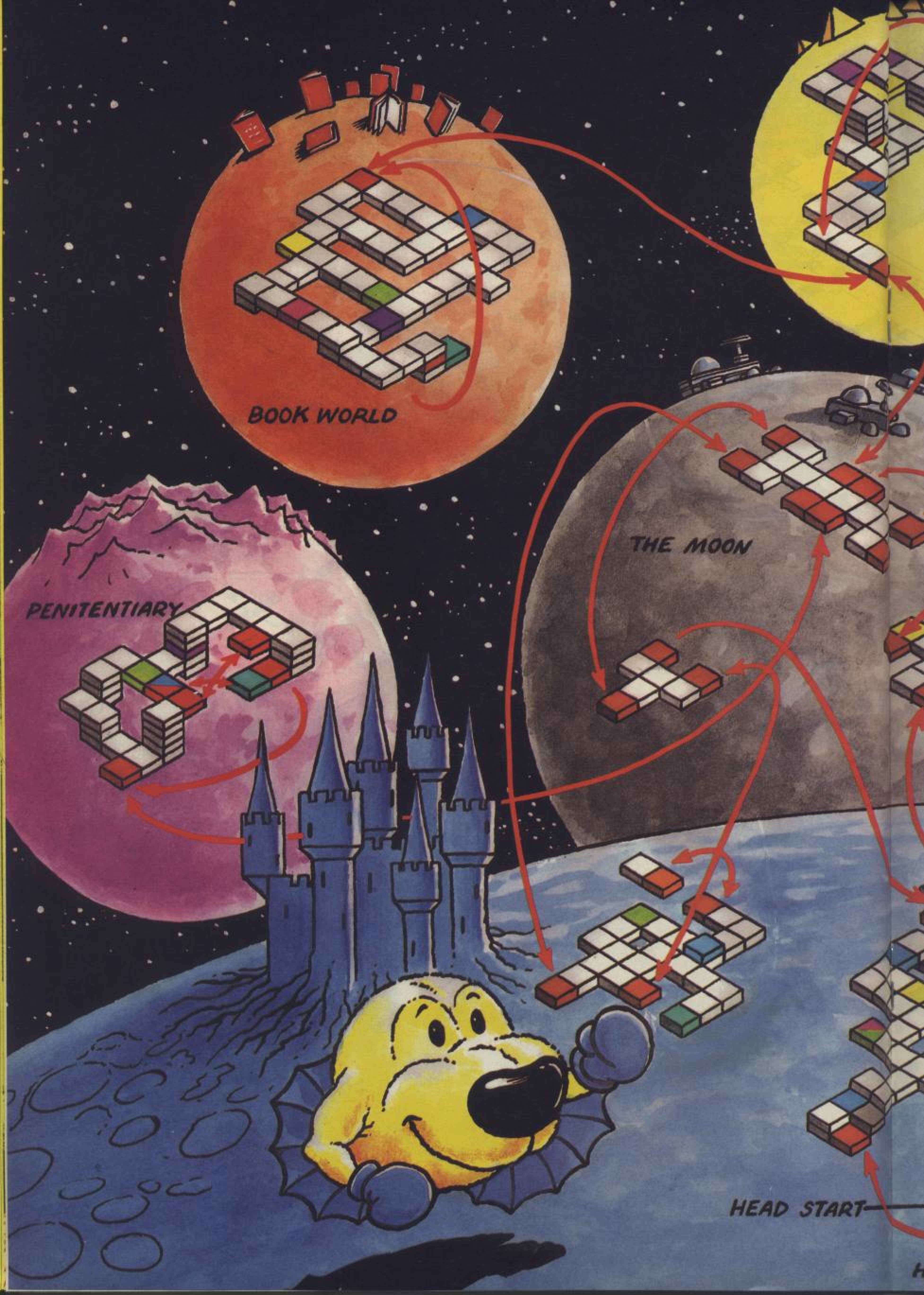
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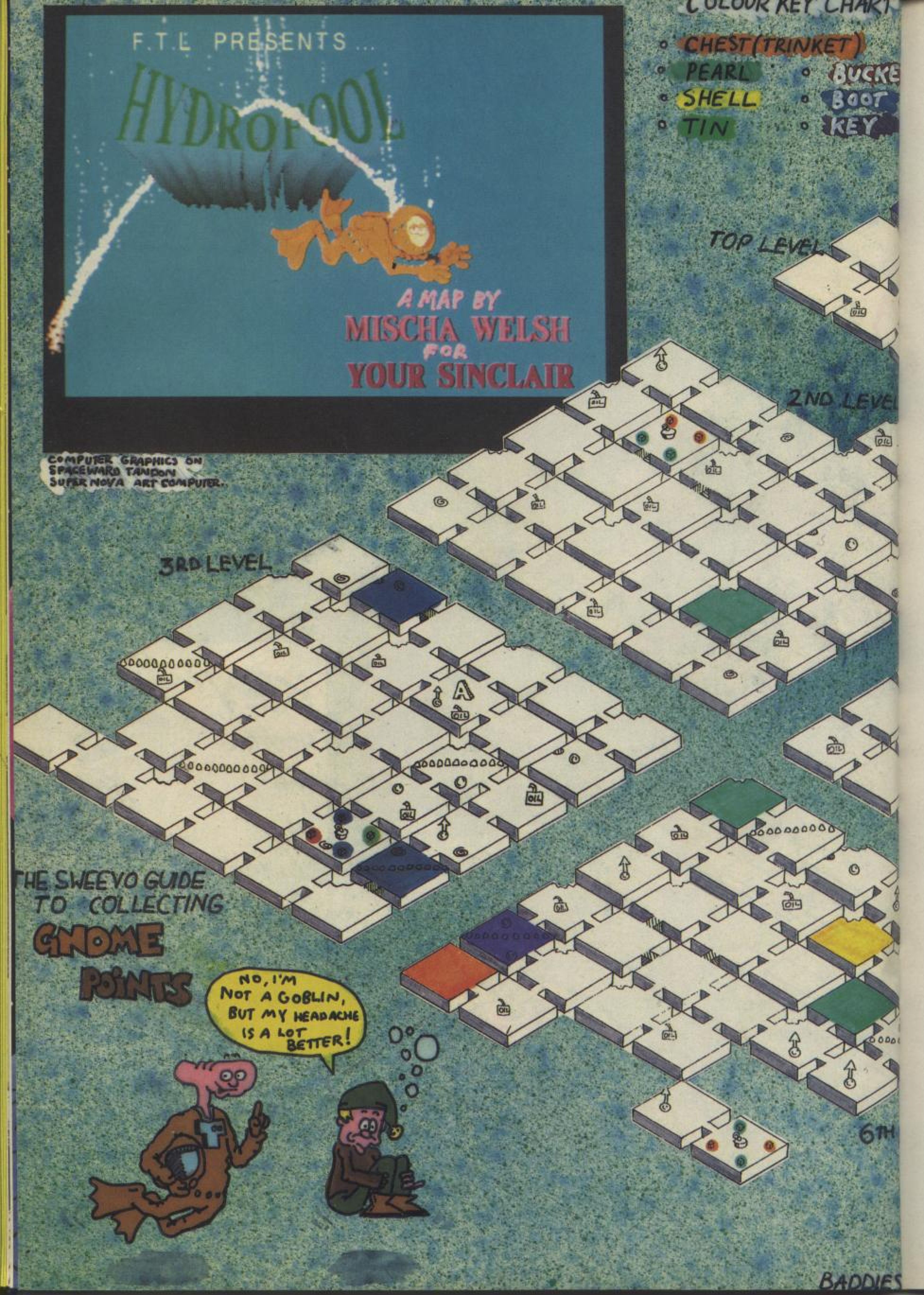
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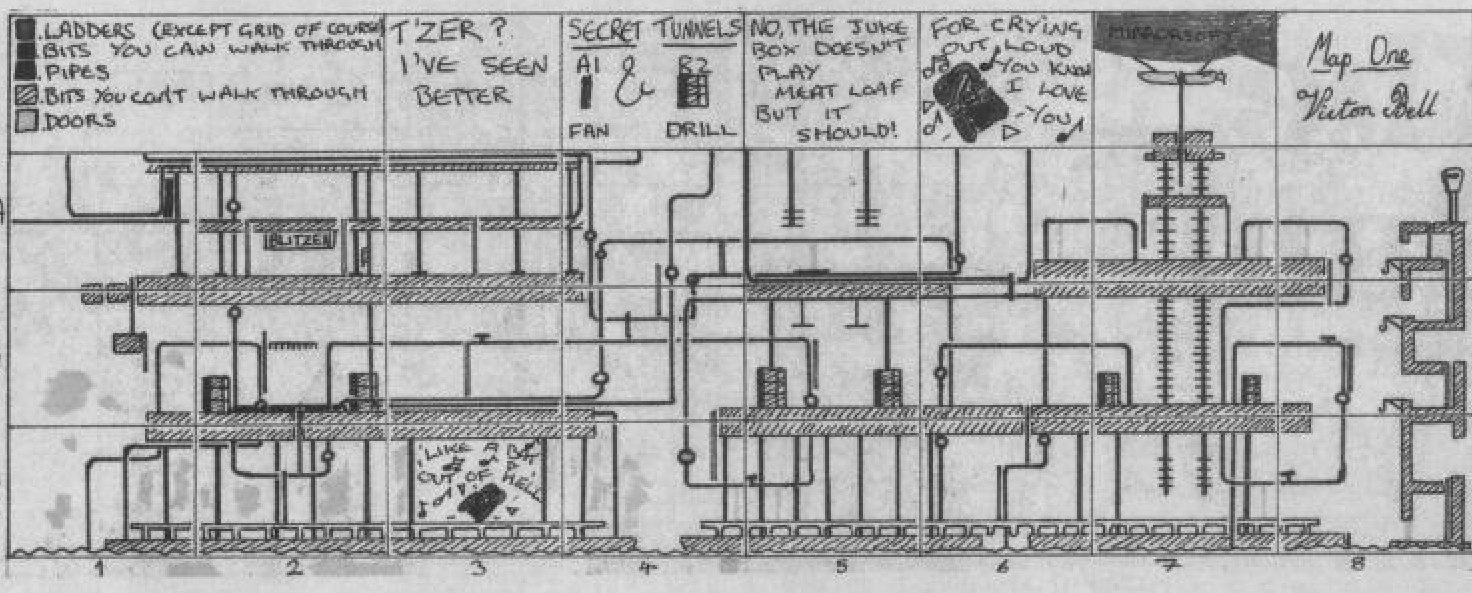

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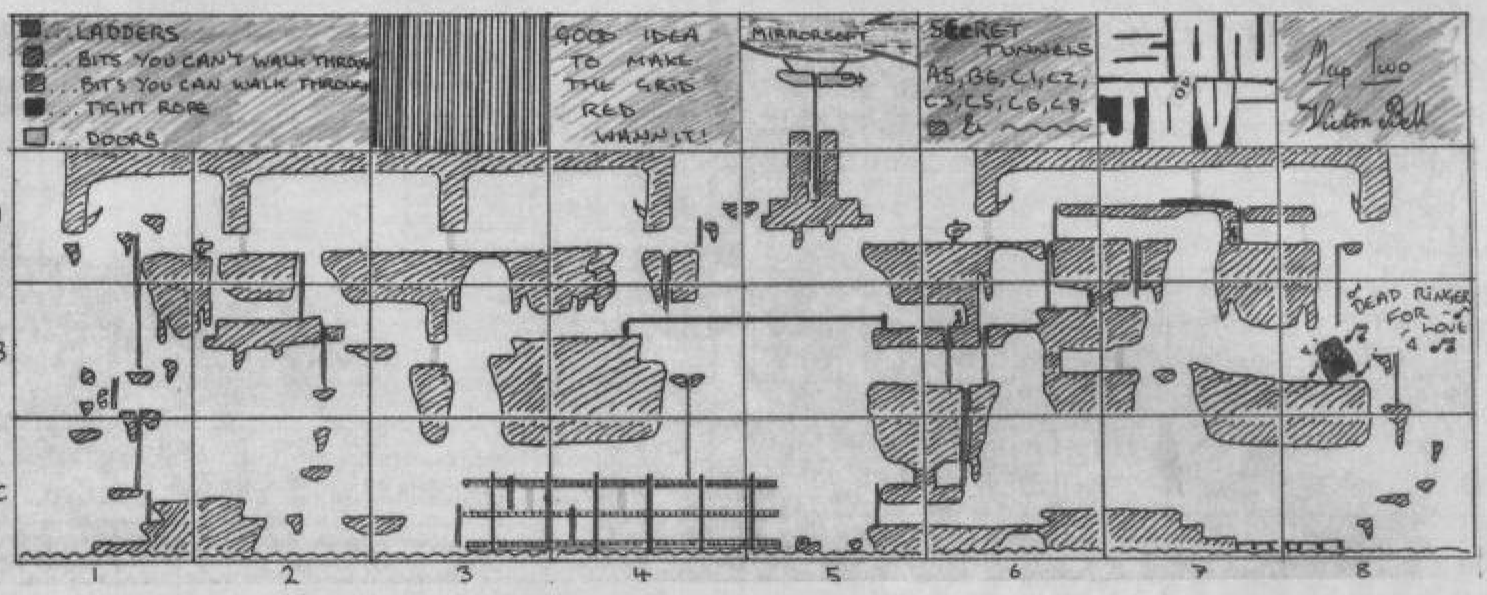


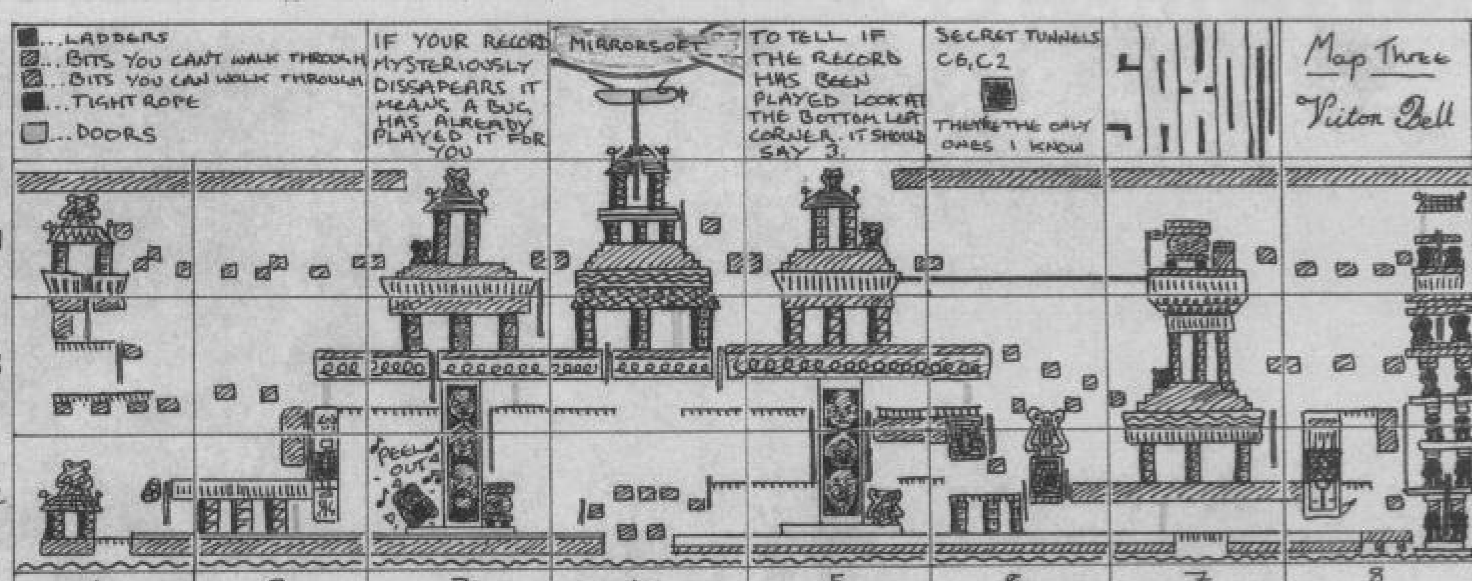
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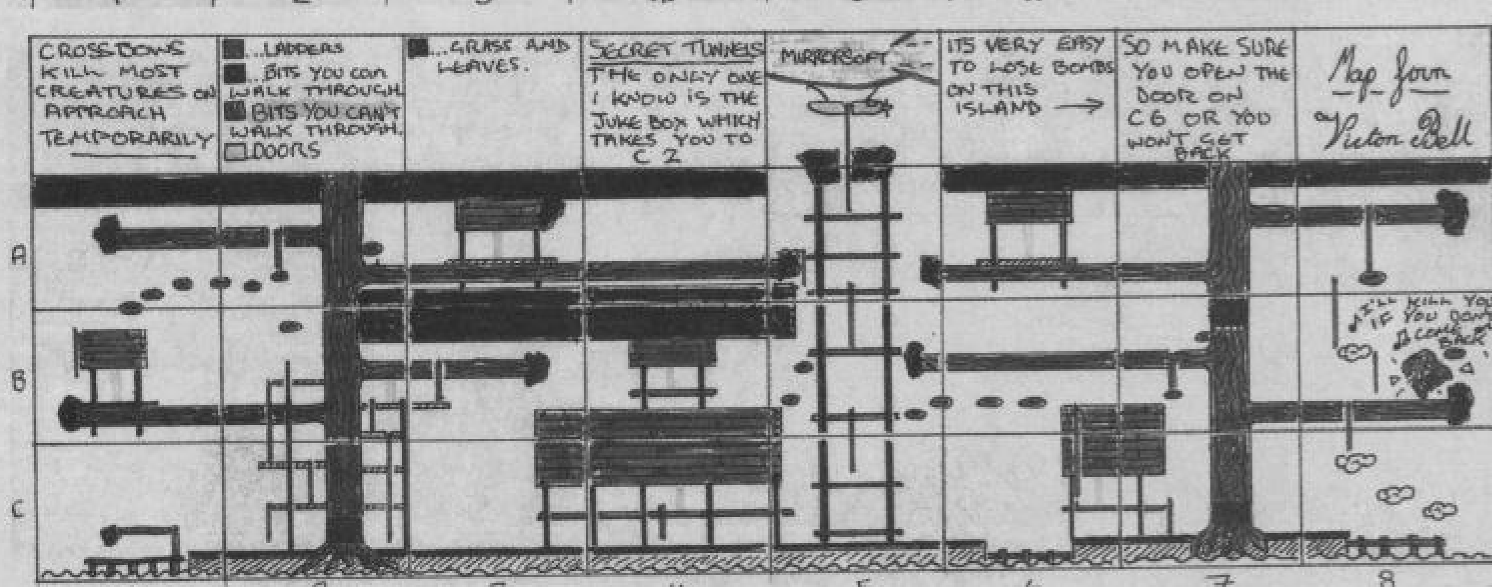
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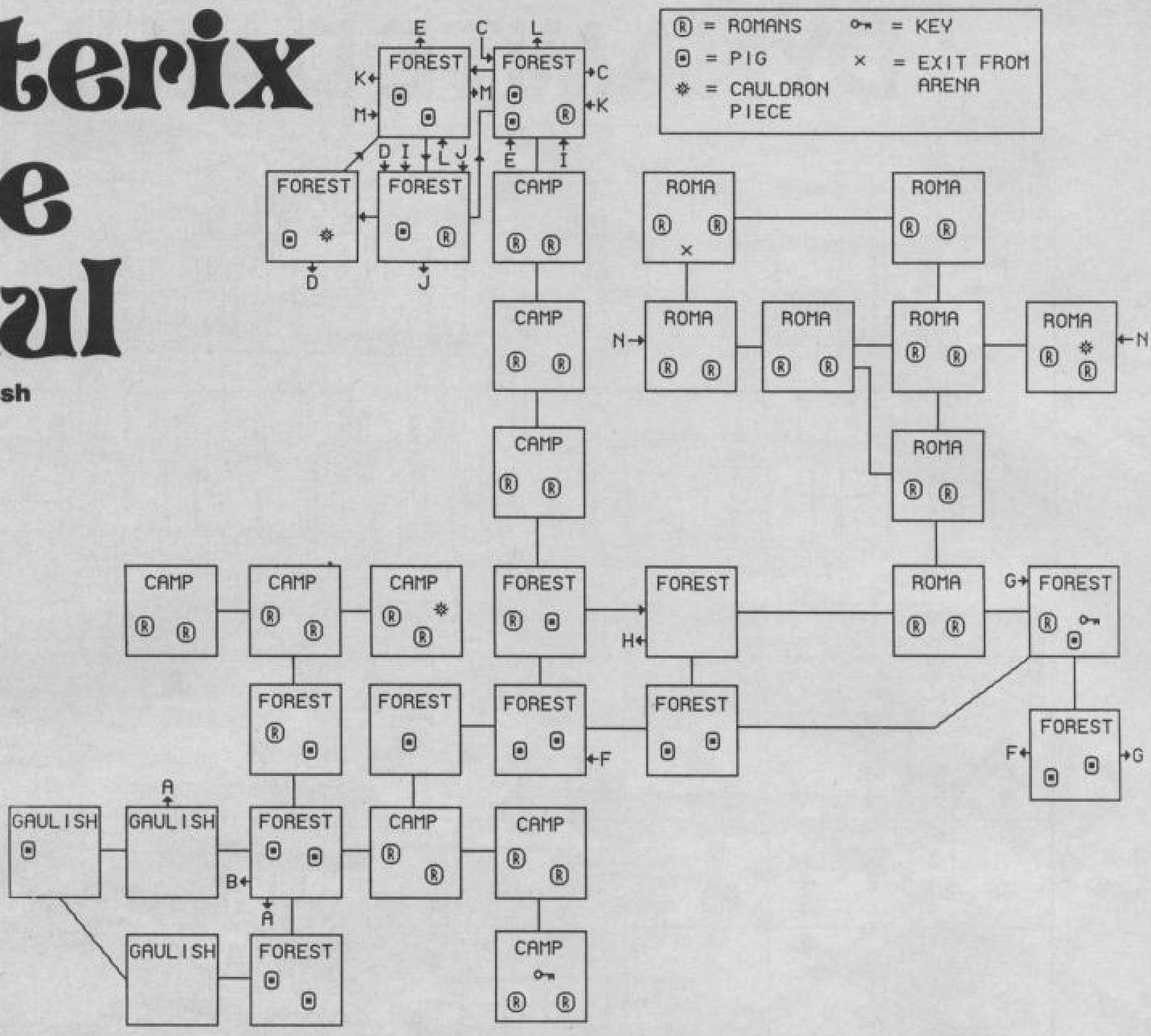


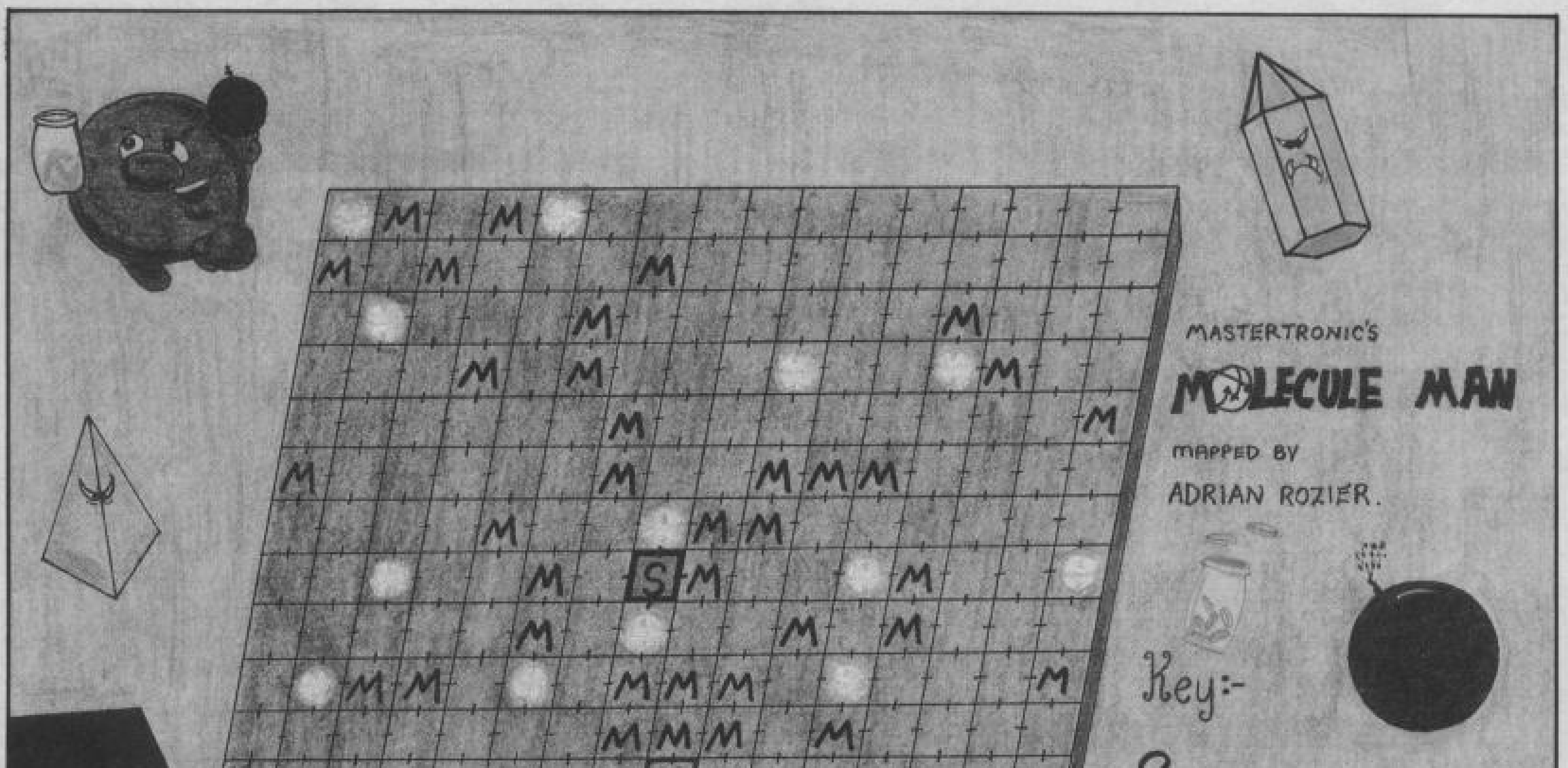




Asterix The Gaul

by **Kathrine Bush**





HACKING AWAY

Send all your POKEs, hacks and cries for help to ZZKJ, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

WRITE TO US AND WIN A BADGE

The red hot POKEr's back! ZZKJ's here with another load of hints and hacks.

How dare Antony Purvis suggest that Chris Wood and I are the same person! We are two distinct and unique beings and the only reason our hacking styles resemble one another is 'cos we used to hack together. You're heading for a swift POKE in the ear socket, Antony!

XEN

Anyway, enough of me harrumphing away, let's get hacking away! The first hack this month comes from **D Wingate** of Sunderland, and it's for Sparklers' cheapie but goodie, *Xen*. Just type it in, SAVE it off for future use, RUN it and then play the *Xen* game tape from the start. All this should be dead easy now that you've read the four page pull-out on how to hack in last month's *YS* of course. What, you mean you haven't read it? Shame on you — rush off and read it immediately!

```
10 REM XEN HACK © D. WINGATE
20 PAPER 0: INK 7: BORDER 0: CLEAR 65535
30 FOR n=64000 TO 64040: READ a: POKE n,a: NEXT n
40 FOR n=61626 TO 61633: READ a: POKE n,a: NEXT n
50 RANDOMIZE USR 64000
60 DATA 221,33,96,234,17,232,3,62,255,55,205,86,5
70 DATA 48,240,221,33,0,240,17,186,0,62,255,55
80 DATA 205,86,5,62,186,50,117,240,62,240,50,118,240
90 DATA 195,0,240,62,182,50,254,135,195,0,128
```

HACK OF THE MONTH

TECHNICIAN TED — THE MEGA MIX

Unfortunately, 48K and 48K+ owners won't find this hack terribly useful, though 128K, +2 and +3 (are there any yet?) owners should read on if you've found Hewson's *Technician Ted — The Mega Mix* as impossible as **Chris Wild** found it. He sent me a plea for help 'cos he'd cracked the loader, but he couldn't figure out the decryption routine. His challenge to me was "hack it — to pieces!" So, since I'm here to help, and I hate to refuse a challenge, I got out my 128 and got hacking. Whoever wrote the protection system had a couple of nice ideas. First off, they filled up all the unused memory with garbage, then they messed around the game's decrypter so that it added together all the memory again (but in a slightly different way), meaning that it could decrypt the game itself! This is why it takes several seconds for the game to start once it's loaded. This is also why the hacking program's so big — it's got a *lot* of work to do, and I've included a lot of hacks too!

First of all I decided to install a teleporter. To use it during the game, press the T key and the game will freeze. Although there are only 100 game rooms (numbered 0-99), the teleporter requires you to type in a three-digit room number so you have to put a zero before numbers less than 100, 'cos the finale screen is numbered 101. Useful screens are 056 — the start, and 022 — the lift. If you type in a number greater than 102, then you'll be left where you are. The other hacks are fairly self-explanatory — walk through means you can travel through most types of floor/object. Don't walk/jump out of a room through a side you normally can't go through, though, 'cos the game will end right there. If you don't want any of the features in the hack program, just delete the line on which it appears. If you don't want the teleporter, delete lines 370 and 380. If you want the teleporter to stay in the game, you must have invulnerability and Fall Any Height too, or the game will crash when you lose a life, so don't delete these lines!

To use the hack program, just type it in, SAVE it off for future use, RUN it, wait about ten seconds, and if the message "DATA ERROR" doesn't appear, play the game tape from the start. If the dreaded message does appear you'll have made a typing error in the numbers, so you'll have to go back and check, and don't forget that the hack must be RUN in 128 Basic and not in 48 Basic or it won't work!

```
10 REM TECHNICIAN TED 2 HACK © ZZKJ & C. WILD
20 LET t=0: FOR n=32755 TO 33095: READ a: POKE n,a: LET t=t+(n-32754)*a: NEXT n
30 IF t-7051751 THEN PRINT "DATA ERROR": STOP
40 FOR n=n TO 1e9: READ a: IF a<256 THEN POKE n,a: NEXT n
50 RANDOMIZE 1267+USR 32755
60 DATA 33,0,128,17,168,97,1,0,2,213,237,176,201
70 DATA 118,205,162,45,127,90,90,75,74,72,59
80 DATA 59,225,17,204,97,6,0,26,203,65,40
90 DATA 3,134,24,1,174,18,19,16,243,35,13
100 DATA 242,181,97,195,95,44,205,143,86,127,102
110 DATA 169,113,115,78,123,100,175,111,52,72,102
120 DATA 119,98,184,205,115,80,205,102,44,98,111
130 DATA 205,90,110,205,109,121,98,110,205,143,34
140 DATA 52,115,103,216,102,119,98,46,211,115,76
150 DATA 211,25,98,84,217,115,54,217,25,98,57
160 DATA 76,115,126,76,25,98,20,170,102,119,98
170 DATA 155,170,115,185,170,126,126,115,32,82,127
180 DATA 129,84,102,46,115,252,82,126,50,115,32
190 DATA 82,127,57,117,102,251,115,252,82,126,128
200 DATA 115,32,82,127,51,67,102,24,115,252,82
210 DATA 115,88,82,102,241,115,252,82,127,26,20
220 DATA 102,232,115,252,82,115,88,82,143,141,67
230 DATA 102,119,98,111,184,115,158,173,155,117,164
240 DATA 82,187,115,88,82,191,132,167,119,102,119
250 DATA 98,139,173,95,251,82,155,211,37,240,82
260 DATA 111,24,82,175,159,207,191,211,29,240,82
270 DATA 215,111,240,82,187,203,155,171,211,29,240
280 DATA 82,101,101,102,215,98,139,173,119,98,22
290 DATA 62,28,98,19,82,126,52,211,245,226,82
300 DATA 138,22,82,141,110,211,119,52,218,104,173
310 DATA 52,52,52,52,52,52,102,157,189,166,109
320 DATA 33,114,174,13,155,95,53,52,155,115,182
330 DATA 50,115,134,53,92,156,205,142,2,205,30
340 DATA 3,48,248,214,48,254,10,48,234,225,6
350 DATA 10,132,16,253,103,45,32,223,225,254,103
360 DATA 210,246,171,49,0,92,195,157,153
370 DATA 33,182,98,17,163,170,237,83,32,156,1: REM TELEPORTER (+ NEXT LINE)
380 DATA 58,0,237,176
390 DATA 62,33,50,139,168,50,197,173: REM INVULNERABILITY
400 DATA 62,255,50,193,168: REM FALL ANY HEIGHT
410 DATA 175,50,204,173: REM WALK THROUGH
420 DATA 175,50,107,160: REM INFINITE TIME
430 DATA 175,50,246,170,62,24,50,12,171: REM INFINITE LIVES
440 DATA 201,999: REM DATA END MARKER
```

NEMESIS

Did you know that we hackers (well, some of us) belong to CAMRAP? This stands for the CAMpaign for ReAl POKEs and one of its members is the **Highgate Hacker**, who's sent in a nifty little two line hack for Konami's *Nemesis*. It'll give you infinite lives and all you do is type it in, RUN it and play the game tape from the start.

```
1 REM NEMESIS HACK © HIGHGATE HACKER
2 MERGE ""
51 POKE 51949,0
```

STAR RUNNER

Jon North of Sutton sent in a little hack for Code Masters' *Star Runner*. It's for infinite time and you use it in just the same way as the other hacks.

```
10 REM STAR RUNNER HACK © JON NORTH
20 BORDER 0: LOAD ""CODE 16384
30 FOR n=23306 TO 23317: READ a: POKE n,a: NEXT n
40 RANDOMIZE USR 23296
50 DATA 205,86,5,175,50,152,193,33,104,191,229,233
```

Okay, folks, that's your lot for this month. Don't forget to let me have all your hacks, cheats and cries for help 'cos that's what I'm here for!



Win Ten Copies Of Konami's *Nemesis*

22. Okay, trivia fans, who was Nemesis?

a) The Greek goddess of retribution and vengeance?

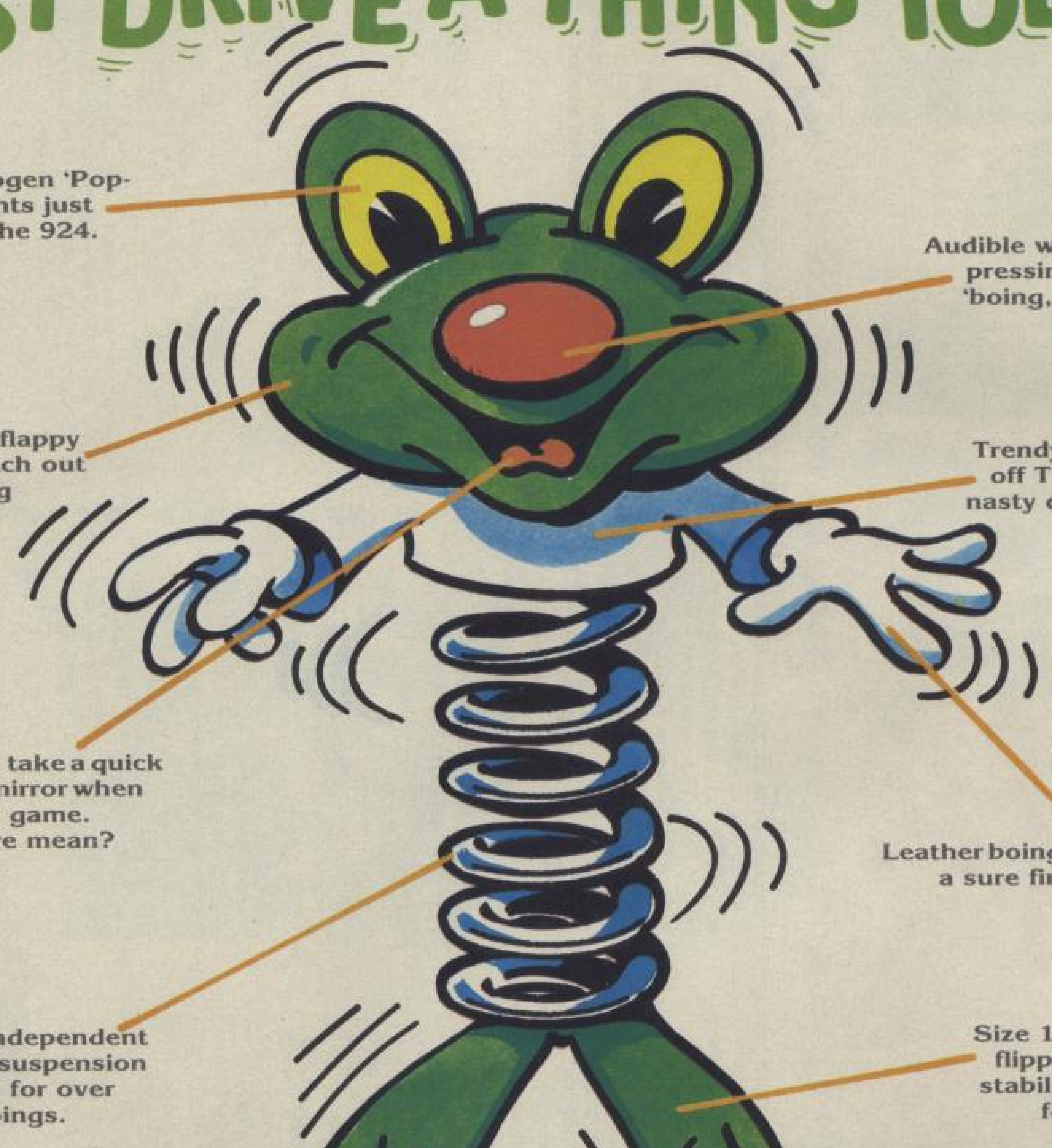
b) The Loch Ness Monster's older sister?

c) George Nemesis, MP for Leeds North South from 1959-67?

When you've sussed the right answer, turn to page 56 and bung it on the coupon.

'THING' BOUNCES BACK

TEST DRIVE A THING TODAY!



Quartz Halogen 'Pop-Up' headlights just like a Porsche 924.

Audible warning device pressing results in a 'boing, boing, boing' noise.

Extra large flappy cheeks, watch out for tweaking grandads.

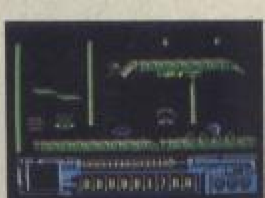
Trendy designer cut off T-Shirt (causes nasty draught round your coils).

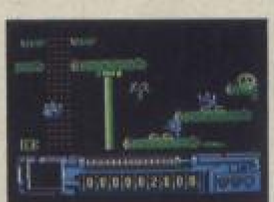
Stupid grin, take a quick look in the mirror when playing this game. See what we mean?

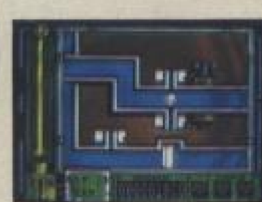
Leather boinging gloves for a sure fire grip on that joystick.

All round independent coil spring suspension guaranteed for over 100,000 boings.

Size 14 racing tread flippers for inflight stability and a sure-footed landing.





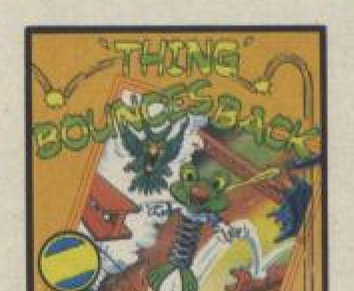




Gremlin's springiest star is set to bounce straight back into a new adventure.

Following his world saving exploits against the evil toy goblin and his monstrous toys, Thing's enjoyed his much needed recuperation, oiled his spring and is now raring to go. What next?... he must finish the job properly and halt the factory computer auto producing these hideous toys.

But as superfit as he is and fast as he can move there's danger hidden around every bend... goblins lurking to drain his oil, water rushing to bowl him over, iron chickens fielding dastardly deadly eggs.



A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade.

Fast and furious action is the order of the day and a good sense of direction would be helpful to guide Thing round such a complex location.

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YS GOES APE!

536 prizes to win in our latest gigacompo! Honestly! Would we make a monkey of you?

Yes it's true — a compo on every page!* Never in the field of human (or indeed chimplike) conquest has so much been given by so many to so many more! Over 500 prizes have been donated by all the top software companies to make this the biggest, hugest and corkiest compo yet to appear in the pages of any computer magazine! It only confirms what you've all been suspecting — we've finally gone ape!

Before we get into the swing of things, let's take a swift peek at some of the phantasmagorical prizes on offer. Among the amazing games you can blag are Activision's *Enduro Racer*, Ariolasoft's *Dogfight 2187*, Durell's *Saboteur II*, Hit Pak's *6 Pak* compilation, Gargoyle's *Shockway Rider*, Gremlin's *Auf Wiedersehen Monty*, Mastertronic's *Amaurote*, Rainbird's *The Pawn* and US Gold's *Psi-5 Trading Company* — every one a megagame! (Me Gagame, you Jane.) And there's pots more — well, not pots exactly, but certainly mugs. And T-shirts, sweatshirts, sportsbags, posters, joysticks and billions of games! Where does it stop? Or more importantly, where does it start? Let's not hang around — there are prizes to be won!

Don't Monkey About

1. If you're thumbing through the ish in WH Smiths, go and buy it, you meanie. If you've already bought it,

your taste, intelligence and

answer, the more chances you'll have of winning something. In fact, why not answer the lot — you've got nothing to lose, and everything to win!

3. Now start leafing through the mag. On most pages you'll find a small panel in the corner, adorned by a curious little blob bearing the words "Midsummer Madness". Answer the dead easy question and fill in the right space on the coupon. When you've answered as many questions as you can (or feel like), bung the coupon off to us. Watch out for the odd banana skin though — we've dropped in one or two just to slip you up.

Gibbon The Choice

Remember — you don't have to answer every question to have a chance of winning. The more you answer, the better your chance, sure. But you could answer just one, send the coupon in, and if your entry is picked out for that prize, end up a winner. So don't be put off if you can't answer every little puzzle we've bunged in front of you. Just fill in as many as you can and send the coupon off swift-like to Quick Chaps, Fetch The Straitjacket — It's A Case Of Midsummer Madness! Eeek! Eeek! Eeek! Compo, *Your Sinclair*, 24 Rathbone Place, London W1P 1DE.

* Okay, almost every page—but 500 plus prizes isn't to be sneezed at!

Ape Rules, Okay!

Employees of Dennis Publishing and all the software companies concerned would have to be loopy as fruitbats to think of entering this compo.

Only a total nutter would disagree with the Ed. Any arguments and you can be sure the men in white coats'll be round.

Don't hang about — get your entries in by July 31st or you'll look a right 'nana.

I'M THE KING OF THE SWINGERS!

And just so's you'll believe me, here are all my answers to your enormous compo!

Q1..... Q2..... Q3..... Q4..... Q5..... Q6..... Q7..... Q8..... Q9..... Q10.....

Q11..... Q12..... Q13..... Q14..... Q15..... Q16..... Q17..... Q18..... Q19..... Q20.....

Q21..... Q22..... Q23..... Q24..... Q25..... Q26..... Q27..... Q28..... Q29..... Q30.....

Q31..... Q32..... Q33..... Q34..... Q35..... Q36..... Q37..... Q38..... Q39.....

Name ....

Address ....

....

.... **Postcode** ....

Okay, cut this ginormous coupon out, or take a photocopy, stick it to the back of a postcard or sealed envelope and zip it off to Quick Chaps, Fetch The Straitjacket — It's A Case Of Midsummer Madness! Eeek! Eeek! Eeek! Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



meanie. If you've already bought it, or it's a sub copy, congratulations for your taste, intelligence and undoubted good looks.

2. Right, decide what prizes you're interested in. To win a particular prize (or prizes) you'll have to answer the relevant question, which you'll find somewhere in the magazine. The more questions you



Photography: Liz Heaney

WHAT'S THAT HAUNTING, EERIE, SCRAPING NOISE??

Don't worry it's you and you are the.....



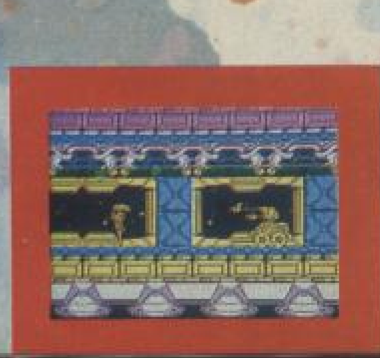
After a million long year's evolution the inevitable consequences of genetic engineering has materialised to haunt the galaxies, to terrorise the star systems and the beings that exist upon them. A race of Masters so feared that stories of their awesome powers are legend and the tales of havoc that they commit from the grotesque starship in which they collect galactic specimens, strike fear into the bodies of all inhabitants of planets upon which this vessel of doom casts its evil shadow. Fear that is in all except one single, savage neoreptilian creature, that too has felt the cataclysmic tremors of evolution and exists as the only living example of the one remaining lifeform that has the strength and cunning to resist the domination of the Masters.

Motivated by a sub conscious determination to perpetuate its tortuous existence the creature roams the labyrinthed depths of the space station seeking the hidden hibernation chambers in which the last remaining members of its rebellious race lie in suspended animation. There can only be one objective in its miserable existence... the freeing of its companions and the ultimate destruction of the monsterous Masters. How much pain can you withstand, how long can you last out before once again you can join with spirits of your own kind?

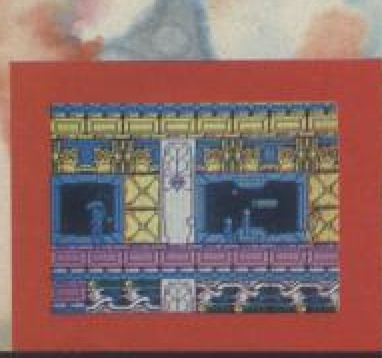
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3 **Mar '86** • Movie/V/Zoids/SpecDrum/Wham! Music Box

4 **Apr '86** • *Max Headroom/Skyfox/Lord Of The Rings/Art Studio*/128 Review

5 **May '86** • *Batman/The Planets/*Micronet/Turbo Loader

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STOP PRESS: The November '86 issue is now sold out.



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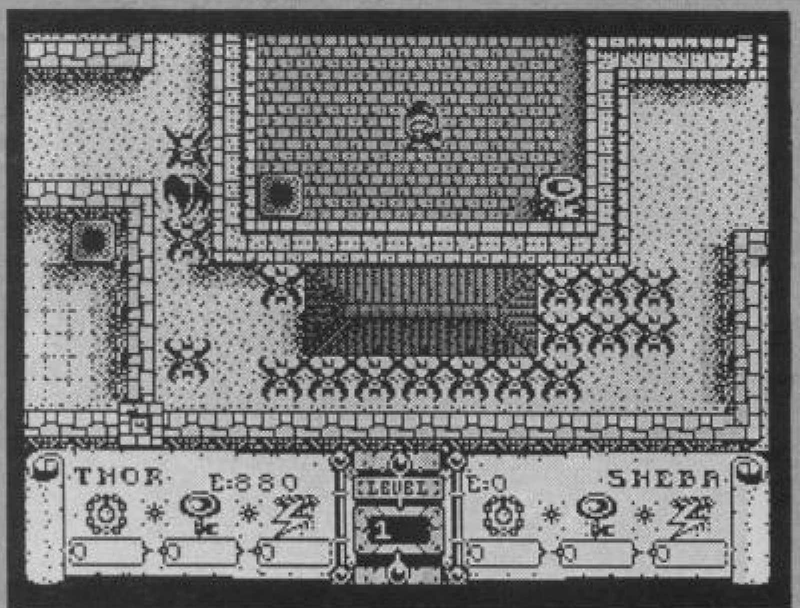
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Use a photocopy if you don't want to cut up the mag.

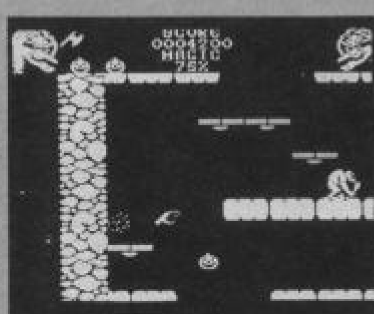
HAVE YOU ... COMPILA...

Aw don't titter. *Marcus Berkmann's* got 'em all over the place, and he hasn't even seen a doctor!

There's a compilation to suit almost every taste these days, from Rainbird's *Silicon Dreams* collection of early Level 9 adventures to Durell's excellent set of simulations and shoot 'em ups, *Big 4*. Compilations are big bucks — which is why every company and its dog seems to have one out at the moment. So which is the best bargain? Here's a brief guide to some of the latest releases, in what's likely to become a semi-regular feature. Although we've referred to the original reviews (the dates in brackets are the issues they first appeared in), we've judged the games by today's standards and some of the marks may be a smidgin different. So leave off with the Trainspotter letters, eh, guys? We know what we're doing. I think!



Dandy



Cauldron II

FIVE STAR 2

Beau Jolly/£9.95

A really spanking collection, every game a megagame. *Dandy* (Dec '86) was Electric Dreams' quick-off-the-mark attack on the *Gauntlet* craze, and although it hasn't quite the appeal of some of the later variants, it's still a highly skilled shoot 'em up with excellent graphics. *Cauldron II* (Sept '86) was a platformer with an original slant — still one of Palace's very best. *Quazatron* (June '86) was another Hewson winner — *Marble Madness* mixed with *Paradroid*, if you get my drift. And with *Alien Highway* (July '86), Vortex's superfast reworking of *Highway Encounter*, and Piranha's *Strike Force Cobra* (Nov '86), a very complex 3D combat game that kept Phil glued to his screen last autumn, it all adds up to a compilation of the highest calibre. Get it!

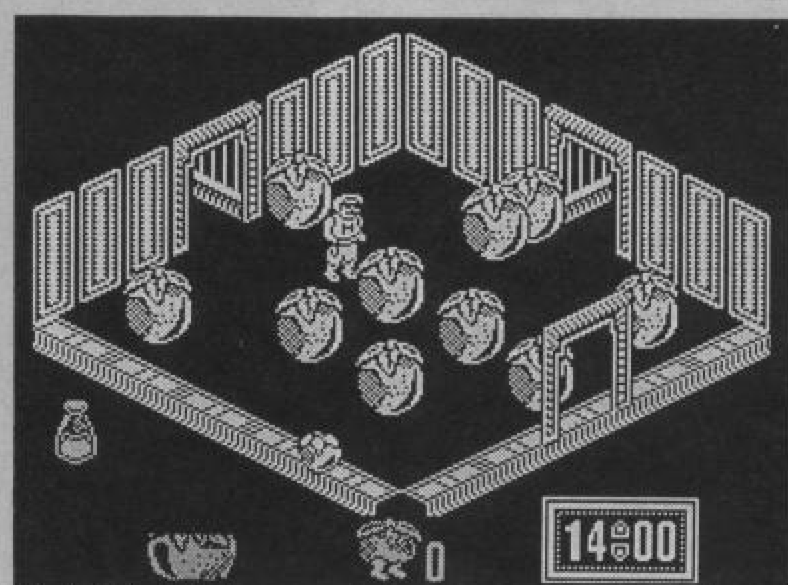
Dandy	• • • • • • • • •
Quazatron	• • • • • • • • •
Cauldron II	• • • • • • • • •
Alien Highway	• • • • • • • • •
Strike Force Cobra	• • • • • • • • •
	Total 9

Beau Jolly/£6.95

What, *Wizard's Lair again*? Bubble Bus' old *Atic Atac* clone is now looking very elderly indeed (May '85), but that hasn't stopped Beau Jolly disinterring it for their Division 2 compilation. The real peach here is *Starstrike II* (June '86), a much neglected *Star Wars*-inspired shoot 'em up with superb solid modelled vector graphics. When you consider that the whole package retails for just £6.95, you can see we're talking Serious Bargain here. You also get Global's *Attack Of The Killer Tomatoes* (June '86), a *Sweevo*-type arcade adventure, *Mantronix* (July '86) from Probe, a very dull 3D chaseabout rather like Ultimate's recent games, and *2112 AD* (March '86), Design Design's early icon driven quest through a computerised future. An interesting and unusual package.

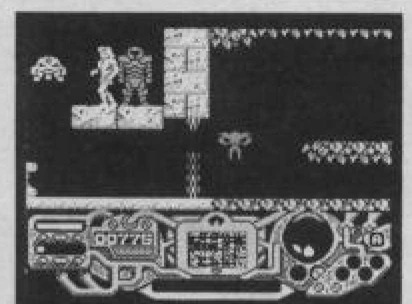
Wizard's Lair	• • • • • •
Starstrike II	• • • • • • • • •
2112 AD	• • • • • • •
Mantronix	• • • • •
Killer Tomatoes	• • • • • • •
	Total 8

5 COMPUTER HITS



Attack Of The Killer Tomatoes

6 PAK



The Sacred Armour Of Antiriad

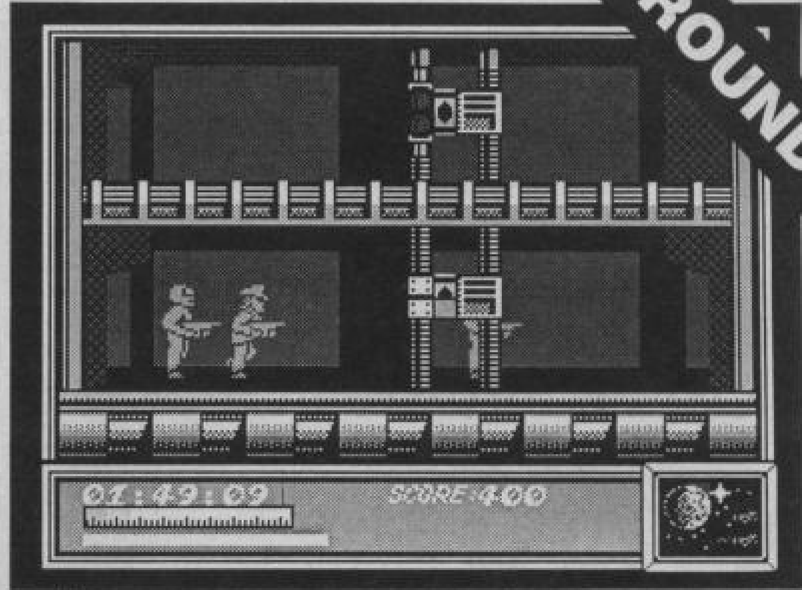
Hit Pak/£9.95

Or Elite by any other name. Not surprisingly, then, one or two of the games on this package have Elitist origins. *Scooby Doo* (Nov '86) was another of Snout's fave games of '86, while *1942* (Nov '86) was an unspectacular but efficient reading of the famous coin-op. And *Duet*, a (gasp) new game, is what was rumoured to have been *Commando '86*, but alas is no more. The other selections are an odd lot. Palace's platformer *Antiriad* was only out in January (it's still a winner), but *Jet Set Willy II* and Melbourne House's *Fighting*

U G O T T H E

ATIONS?

YS ROUND-UP



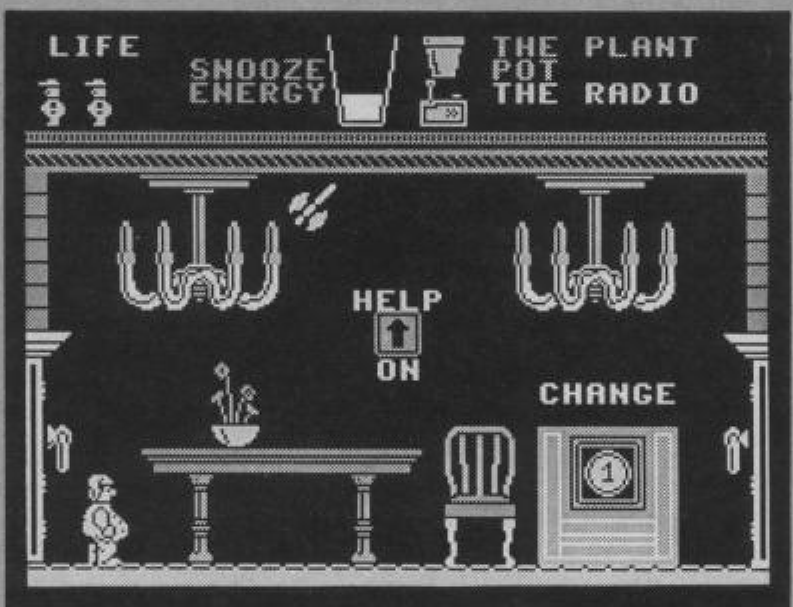
Dan Dare

NOW GAMES 4

Virgin/£9.95

A very curious concoction indeed. Accompanying one of the best games of the last eighteen months, *Dan Dare*, the riproaring space classic based on the whizzy old comic strip (Gosh, Digby), are some of the oldest and cheesiest games known to mankind. *Back To The Future*, for instance, is a film tie-in of the old school — it's awful. And *Jonah Barrington's Squash*, while it's still the best of its kind, is about 8,000,000 years old. If you haven't got *Dan Dare*, get it. Otherwise, don't bother.

Dan Dare
Back To The Future
Hacker
Mission Omega
Jonah Barrington's Squash
Total 7



Pyjamarama

CLASSIC COLLECTION NO.1

Mikro Gen/£9.95

Back in working order, Mikro-Gen has started its new career within CSD with a retrospective of past glories. One, *Pyjamarama*, has appeared more than once before on compilations, but it's still a great game, the first of the Wally series and a pig to solve. *Battle Of The Planets* (March '86) is a swift vector graphics shoot 'em up, neatly put together. The others, though, aren't quite as special. *Frost Byte* is an arcadier update of the Wallys, less sophisticated and not much fun. And *Stainless Steel* (Oct '86) is a very dull shooter indeed. A solid collection, but if you only know the Wally games don't expect the same standard.

Stainless Steel
Frost Byte
Pyjamarama
Battle Of The Planets
Total 7



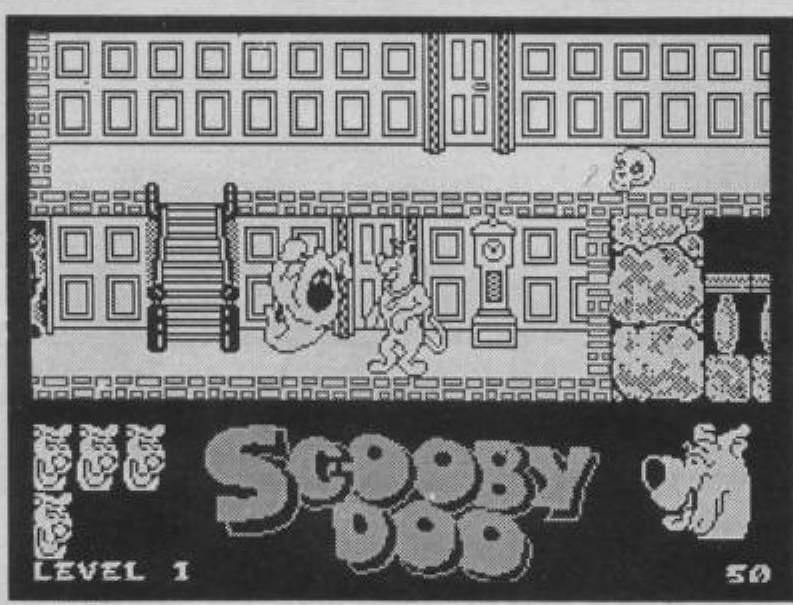
Grumpy Gumphrey Super Sleuth

TAKE 4 GAMES

Gremlin/£4.99

None of these four games really represents Gremlin at its best. The company had rather a fallow period in 1985, when it released a string of indifferent games. *Sam Stoat* (May '85) and *Potty Pigeon* are simple rusharounds, and while *Grumpy Gumphrey* and *Metabolis* have a bit more to 'em, neither is a worldbeater.

Sam Stoat Safebreaker
Percy The Potty Pigeon
Grumpy Gumphrey
Metabolis
Total 6



Scooby Doo

Warrior are eons old, and look their age. *Split Personalities* from Domark (Aug '86) is a curiosity, perfect for a compilation like this.

Scooby Doo
Fighting Warrior
1942
Sacred Armour Of Antiriad
Jet Set Willy II
Split Personalities
Duet
Total 8



Win Ten Copies Of Beau Jolly's *Five Star 2*

23. Where do the group Five Star come from?

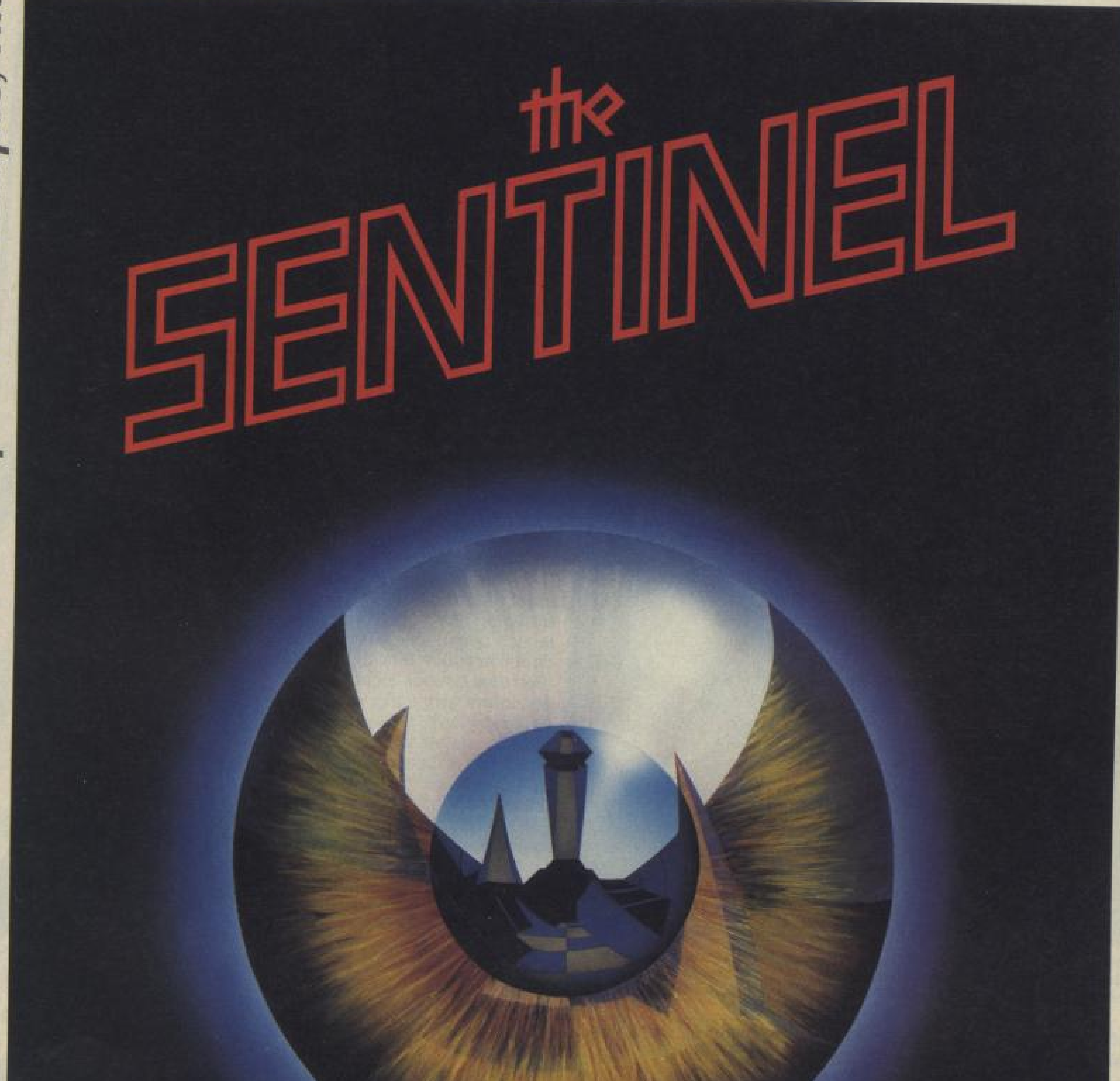
a) Romford?
b) Oxford?
c) Telford?

Tricky? Nah! Now go to page 56 and inscribe your answer. Ooh, the slightest touch...



YS/GREMLIN PROUDLY PRESENT
JACK THE NIPPER
HERE WE GO THEN, JACKIE. OFF TO THE BEACH. WON'T THAT BE NICE?
?
TELL YOU WHAT, YOU GO. I'LL STAY IN AND WATCH 'GRANDSTAND'
I KNEW THAT EXTRA HELPING OF STEWED APPLE WOULD COME IN HANDY
HOOARGH!!
OH JACK!
NOW DON'T GO AWAY TOO FAR, PET. GO AND PLAY ON THAT LITTLE HILL OVER THERE WHERE I CAN SEE YOU
FRRREEEE!
HELLO, WHAT'S TH'CRACK? THIS HILL'S GONE ALL WIBBLY!
J
THWOBBLE!!
GET LOST KID! THIS IS MY BEACH AND YOU'RE STANDING ON MY LUNCH
WACK!
WHY THAT BIG FAT PLONKER! I'LL FIX HIM FOR THAT!
J
HEH HEH HEH! ONE SHARK IMPRESSION, AND MAKE IT SNAPPY!
SNAP!
CARDBOARD FIN
RUSTY BEAR TRAP
DUM DUM DUM DUM
DUM DUM DUM DUM
?
SNNORKKKK! FFFTT! PRRRRRPP!
DA-DAAANN!!
SNAP!
KERPOW!
YAROOO!
OOO, THAT GAVE ME A RIGHT TURN!
ONE GOOD TURN DESERVES ANOTHER...
WIBBLE!
WOBBLE!
AAAAHHHH!!!
WIBBLE!
FLUDGE!
S'FUNNY, I ALWAYS THOUGHT JELLY AND ICECREAM WENT TOGETHER
WAAAH!!

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ZZAP!64

BBC
COMMODORE 64

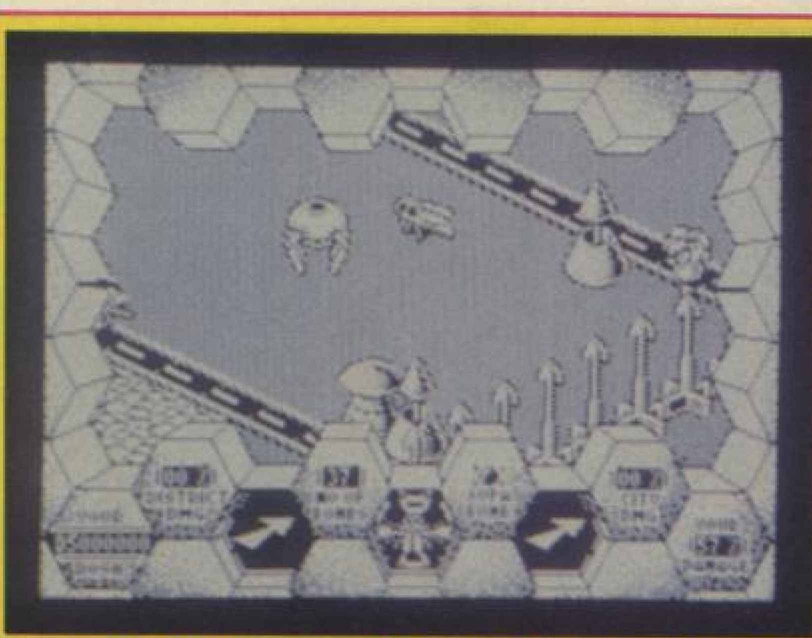
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SCREEN SHOTS

PART TWO



Here you are in your Arachnus 4 armoured car fleeing a drone. You'll always travel faster than a drone which is fine until you run into another one coming the other way. Your bombs will destroy anything except for Queens and Perimeter Walls.



Oh dear, you've run into a Queen (well, scratch your eyes out!) Not the most attractive of creatures, they spawn drones and scouts and so must be got rid of — yes, it's supabomb time.

AMAUROTE

Mastertronic/£2.99

Mike There's something wrong in Paradise! Its capital city of Amaurote has been taken over by hordes of giant insects and guess whose job it is to get rid of them? No, not Rentokil, the line's been permanently engaged for the last six months. It's down to you to get out there into the city's 25 districts and 2500 screens and rid them of those evil creatures with the wobbly antennae.

You're not going out there unarmed, though. You're in command of an armoured vehicle known as Arachnus 4, deadlier than a dozen cans of Flit. And so it should be, at the price. Yes, if your Arachnus 4 needs repairing or replacing then you have to cough up the readies yourself, but as your boss gives you $5,000,000 pocket money you shouldn't complain too much. If it was me I'd say knickers to the insects and take the money and run, but no, a sense of duty prevails. Besides I want to see how these bouncing bombs work, not to mention the Supa Bomb you can also buy out of your pocket money. You'll need that if you encounter the Queen insect.

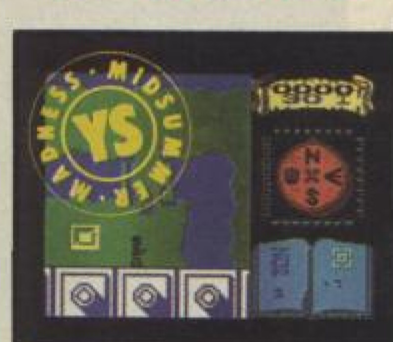
There are three types of insect around, all of them nasty. Scouts fly about and look for food and intruders, and as you probably qualify on both counts that's bad news. Scouts just report your presence to headquarters, though, so they're not too bad but always worth lobbing a bomb at. Drones are the ones on the ground, and they'll plod after you forever and a day, so if you don't want a mandible nibbling at your nether regions you're also advised to dispose of these pronto, if not sooner. The Queen is the third type, and she sits around giving orders, eating, and giving birth. Kill a minion and it's instantly replaced by Queenie, but this takes her longer if she hasn't been fed for a while, hence the need to kill drones and scouts as efficiently as possible. There seems to be more going on off-screen in this game than on-screen in some others!

On-screen is pretty impressive, though, and there are inevitable comparisons to be made with Ultimate games and the ancient but still revered (by me anyway) *Ant Attack*. Your craft moves about the 3D screen using keyboard controls — the cassette cover says joystick as well but the instructions don't mention this and there's no initial control option when the game loads.

The ordinary bombs are great fun to use, though a little tricky too as you can only launch one at a time, in the direction you're moving, and then they bounce along till they encounter either an insect or a building. Radar tells you which direction the nearest insect, bomb or the Queen is, and the Z/X/C keys switch between these. V changes screen colours and CAPS SHIFT radios base to call up extra bombs, the Supa Bomb, repairs or rescue (in other words QUIT). You have to clear one area of pests before moving on to the next.

The sound on this is a bit feeble, but the smooth and detailed graphics more than make up for it. The trick in playing is to follow the radar arrows towards the nearest insect, then launch a bomb and run away as soon as you get it in line with you — drones are pretty dumb and travel straight towards you when they know you're there. If the bomb misses them then it's bad luck for you as it carries on bouncing merrily along till it hits something else and explodes, but your Arachnus 4 can shift itself just slightly faster than the average insect. And this game will probably shift itself swiftly off the shop shelves (try saying that after two glasses of Vimto) and be up the charts quicker than a rat up a drainpipe. Now there's poetry for you.

Graphics
Playability
Value for Money
Addictiveness
9



Win Ten Copies Of *Enterprise*, *Wiz* And *Mystery Of Arkham Manor* From Melbourne House

24. On the Star Ship Enterprise who is the communications officer?
a) Lt O'Hara?
b) Lt Uhura?
c) Diana Ross and the Supremes?

Pretty tricky, we're sure you'll agree. Now turn to... oh you know what to do.

YANKEE

CCS/£8.95

Peter I have to admit that my heart sank when I finally managed to get Gettysburg, one of the two battles that makes up *Yankee*, the new game from CCS, up on the screen. Not because it looks particularly bad, but because it's almost identical to *Napoleon At Waterloo* and *Borodino*, coincidentally by the same designer. And what's more, it plays exactly the same as these two too.

I guess there's nothing really wrong with sticking to a system that works, but I'm not really sure that it's fair to ask someone to pay out another nine quid for a game that, to all intents and purposes, is identical to ones they may already own.

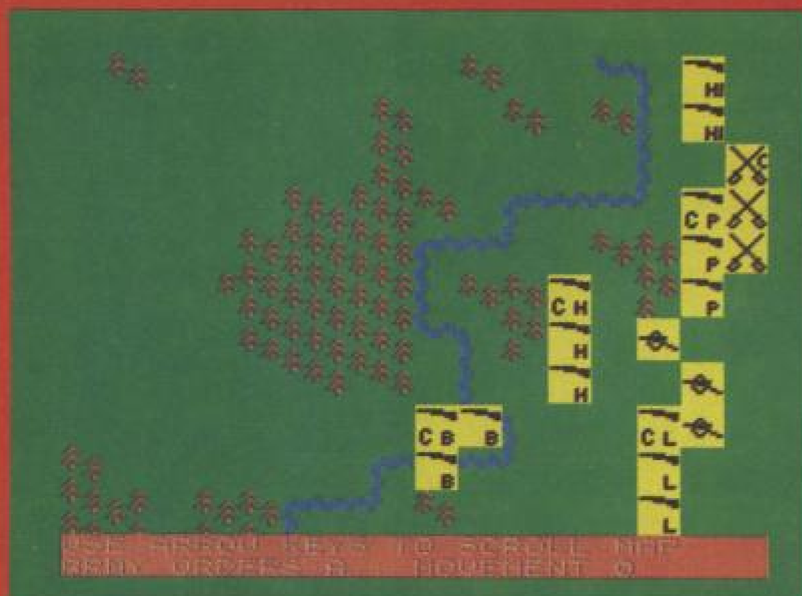
Those unfamiliar with the two Napoleonic games will find this an enjoyable traditional wargame, but for those of you who are used to complicated hexagon based games, or to some of the recent games such as *Arnhem*, then *Yankee* is very basic. The game recreates two battles from the American Civil War — Gettysburg, where Lee's drive on Washington was held up by the Union forces, and Chickamauga, where the Confederates halted, for a short while, the Yankee march on Atlanta.

The forces are divided up into divisions, and these are represented on screen by little coloured squares, showing whether they're artillery, cavalry or infantry. The trick, as it has been for Generals throughout the ages, is to exploit the terrain and concentrate your forces for attack or defence. As such, the game accurately recreates the strategic considerations of command.

On the other hand, the battles here feel no different from those in the wargames *Borodino* or *Waterloo*, even though, as the rules point out, warfare had changed completely in the intervening 60 years. Unfortunately, it's easy to imagine the same system being rehashed yet again for the English Civil War or Caesar's campaigns.

It's a clean simple strategic game and I'd really have enjoyed playing it — if I hadn't played it a few times already in different guises!

Graphics / Playability / Value for Money / Addictiveness — 6



STRIKE

Mastertronic/£2.99

Mike There can't be many sports not computerised now, apart from maybe synchronised swimming, and Ocean are probably working on that one right now. Ocean . . . swimming? Oh please yourselves. It seems amazing that ten-pin bowling has escaped for so long, but here at last is the micro version for all those who think that life is just a bowling alley.

If you know the rules then we won't waste space explaining them, and if you don't then read the cassette inlay and you too will discover how you can lose to the computer with increasing embarrassment on each of the four skill levels, though there's a two-player option so that you can get embarrassed in front of your friends, too. Control is by the redefinable keyboard or Kempston, Sinclair or Cursor joysticks.

At top left of the screen you see the pins, the main display being your end of the alley, which you see from on-high over the player's right shoulder. Left and right are used for the soft-shoe shuffle either way, with up to launch him on his way. Then comes the tricky bit. Pressing fire holds the ball ready for the throw, and releasing the button/key rolls the ball down the lane. Well, to begin with it usually releases the ball on your head, foot or any other part of your anatomy, and those who are into pain are welcome to do the same with a real bowling ball if it'll help increase the reality of it all.

Timing really is the key to the game, and those who master it will probably have a lot of fun at the expense of their friends, but if the game has a fault it's that the timing has to be so precise to within about one zillionth of a second that foot faults and dropped balls outnumber strikes about a thousand to one. You also can't break out of the game to start again when you're losing 113-7, which is highly unfair.

Graphics aren't bad, but the sound could be better. Still, it can get quite addictive if you're prepared to put up with the initial shame, and it'll probably be one of those games you get off the shelf every once in a while for a bit of fun rather than play for hours at a stretch.



Graphics / Playability / Value for Money / Addictiveness — 7



Win Five Copies Of CCS's *Yankee*, *Zulu Wars* And *Vulcan*?

25. Which side in the American Civil War was known as the Yankees?

a) The North?
b) The South?
c) The East?

Yankee go home! (At least it wasn't another question about *Star Trek*!) Now turn to page 56...

COSMIC SHOCK ABSORBER

Martech/£7.95

Tony Holy smoke! Great Krypton! Is it a bird? Is it a superhero? No! It's the Cosmic Shock Absorber! (*Who he? Ed*).

Yep folks, it's superhero time and as all heroes have already been licensed, here's a superhero we haven't yet heard about. You're the Cosmic Shock Absorber, a second rate superduper hero. In fact, so second rate that your megascrotnig space craft is only one step above a C5. Mind you, 'cos you're second rate, you've forgotten the instructions and you've no idea what to do when it all goes wrong.

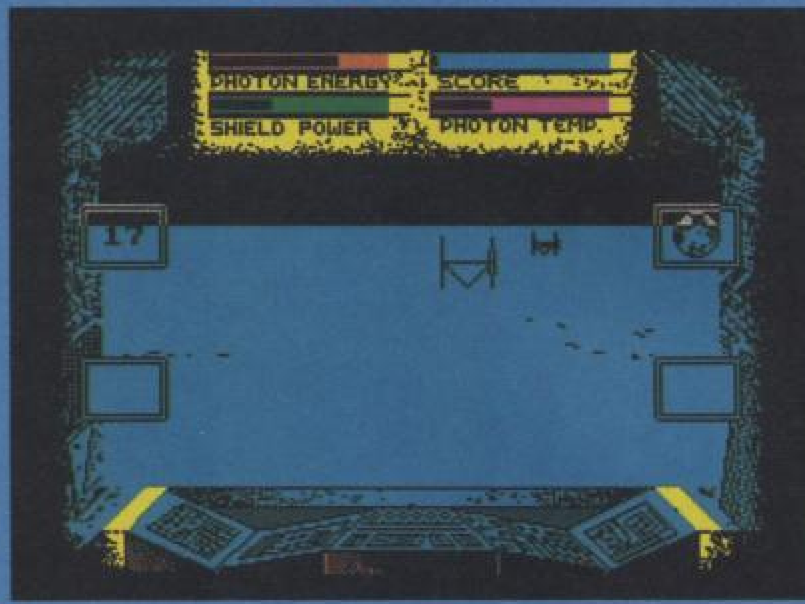
The Universe is in dire peril (again), and as the resident superhero, you have to make a journey to the interstellar lake of protozoic slime to save it. This is where the game really starts. You sit in the cockpit and blast the bad guys until a circuit board goes phut! Then, before you can blast any more, you have to fix it. Sounds a dead cinch, dunnit? You are so right!

Bung the joystick on autofire and you're free to make a cup of tea, it's that easy. You see, you can't lose. The baddies are such good sports that they even die when they're not in your sights. Mind you, when a malfunction occurs (about once every eight seconds), you enter stage two.

Here you're given a picture of the manky circuit board and you've got five measly seconds to memorise the position, shape and colour of every component. After your five seconds are up, two components go snap, crackle and pop and you've got fifty seconds to put 'em right. Once you've got it right (if you get it right) you carry on with the game.

The graphics are well animated and based on vectors, though tending more towards *Starglider* than *Elite*. And with games like *Star Raiders II* for a couple of quid more, I think it's slightly overpriced. I reckon it's like the ship in the game — it attempts more than it's capable of, and falls apart.

Graphics
Playability
Value for Money
Addictiveness
6



RED SCORPION

Quicksilva/£9.95

Gwyn When the gormless one asked what I was doing and I told her I was a bounty hunter, she said she preferred Milky Ways. I ask you! Has she never heard of those mercenaries who go off in search of a fistful of intergalactic dollars?

Well, they might gain a few credits in this game, but they also receive a fistful of keys. Red Scorpion is a tank, you see, and we all know what tank games mean, don't we, software historians? Yes, our old friend *Battlezone* makes a welcome (well, sort of) reappearance, just when you thought it was safe to return to the vector landscape.

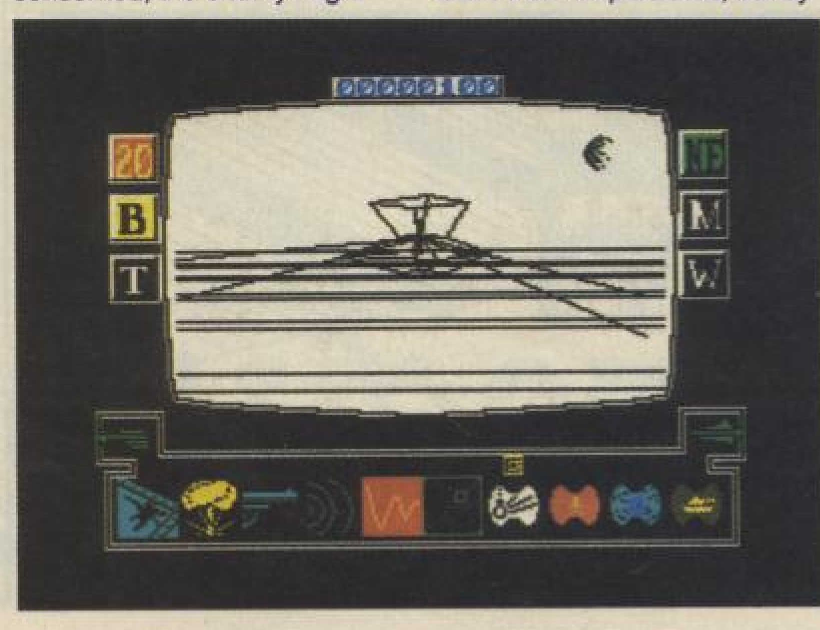
This is a very special *Battlezone* though, and the major point in its favour is the quality of that line 3D. Okay, you say, so they should have got it right after all these years. Well, they have, and the objects you encounter move fast and spin smoothly. Shoot them and they even shatter debris all over you. The ground itself seems to slide by like a ploughed field as you glide over its lines.

All well and good, and if blasting was all there was to it you'd have a game of guaranteed, if rather limited, addictiveness. But it seems that every formula needs elaboration nowadays, at least in the eyes of the game designers — and this is where all those keys come in.

Being a high tech sort of jalopy, your Scorpion is equipped with a dazzling array of aids to attack and defence. I presume they're aids to defence, though as far as I was concerned, the enemy might have put them there to hamper you, because every so often you have to switch your fingers from the joystick to the keyboard to activate a weapon or night sight.

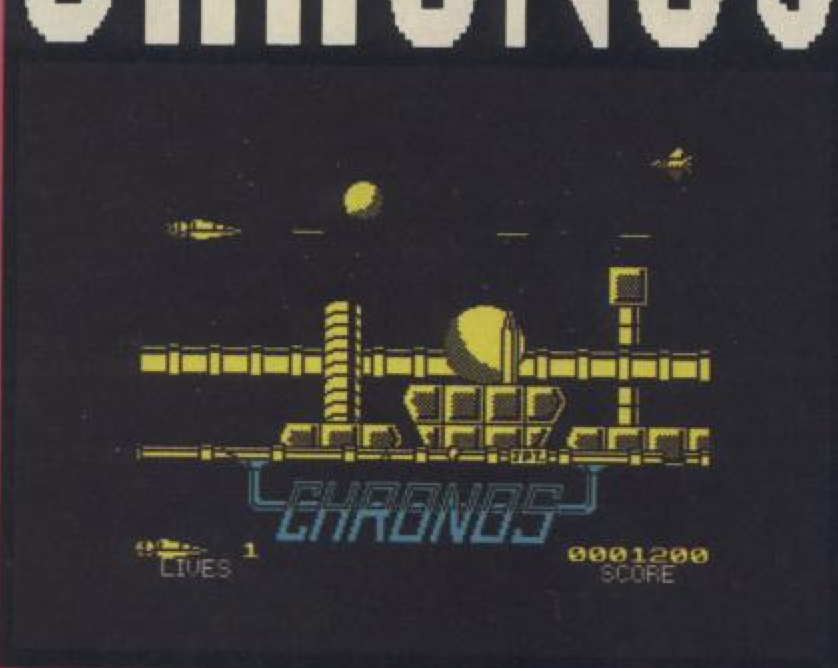
With a whole row of keys to remember it can become more like a typing exercise. Maybe it's just a personal preference, but I like games where I can get into the action without having to remember a whole row of keys. I'm sure that I'd learn them if I persisted, but by then I think I'd have lost interest.

There are other interesting additions though, including friendly units which you mustn't shoot on any account, unless you want to be court-martialled, which means you need to know your wire-frame. And do read the inlay notes — very satirical, indeed! But in the end the control system is too clumsy for my liking, and only serves to detract from the speed of the action.



Graphics
Playability
Value for Money
Addictiveness
7

CHRONOS



Mastertronic/£1.99

John This game comes complete with the standard epic tale about how the world came to be created and how Chronos became trapped by the Mystical Dimension Weavers. However, a nice touch is that Mastertronic doesn't take any of this rubbish too seriously — what have Mystical Dimension Weavers to do with you — all you'll be up to is firing your lasers at the enemy and getting a huge score.

So what have we got? *Chronos* is a variation on the *Scramble* theme of games. The screen is a right to left scrolling landscape and you have to shoot everything that moves and quite a few things that don't so that you can battle through to rescue Chronos. There are six separate screens that are made to vary in colour, and the shape and behavior of the Dimension Weavers alters as you progress through.

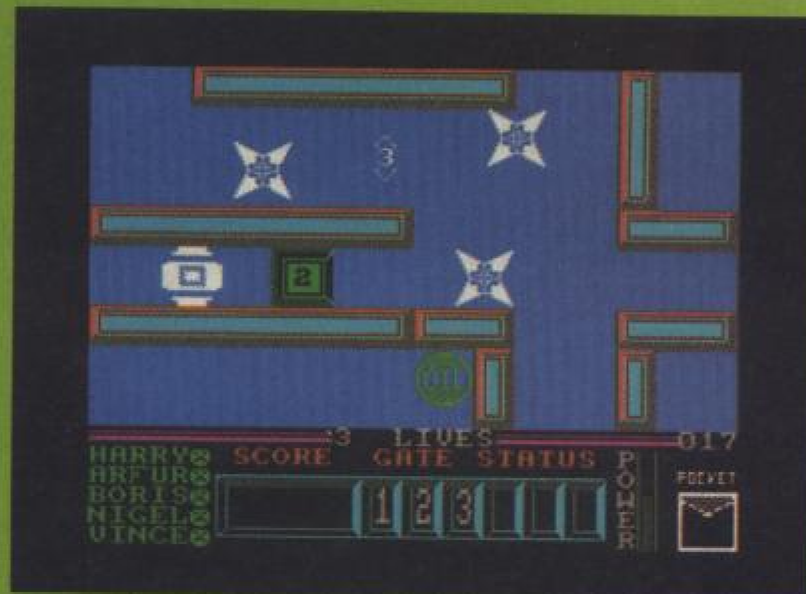
On the first screen they start off as little jet planes and spheres, then in the next wave they mutate into tumblin' dice. Very deep, very significant. Also,the letters of the word BONUS float by occasionally, and if you pick them up you get an increasing bonus score that starts at two hundred extra points and doubles until the S appears — this gets you an extra 3200 points!

Another nice touch is the use of the high score table to pass messages to you while you're playing. Don't quote me on this (mainly 'cos I forgot to make a note) but I'm sure the messages changed on further loadings.

I like this game — it's a no-nonsense shoot'em up given a touch of the ridiculous by the programmers.

Graphics
Playability
Value for Money
Addictiveness
8

PULSATOR



Martech/£7.95

Rachael Absolutely no comment on the title, because I'm in enough trouble with she-who-must-be-obeyed (*Do they mean me? Ed*), who seems a mite jealous about my new all over holiday tan. But this is a game to get you pulsing, pounding… throbbing even. And what's more, it's not bad.

Seems like after the shoot 'em up revival it's time for the return of the maze game, but no simple ghost gobbling. This is one of the mega-big mazes with all sorts of nasty transport devices, one way gates, keys and the like, made all the more difficult by the way the screens flip. Until you get down to some serious mapping you're likely to go round and round in circles without any real clue where you are.

I'm a bit rusty on the plot because our super deluxe preview copy escaped from the Martech maze with little more than a list of its sprites. However, it doesn't take too much up top to deduce that you have to rescue five Pulsys, which are locked up in the complex (*Good thing, because you've not got too much up top! Ed*).

Handling your Pulsator isn't too difficult, though once you've started it on a course it continues until it runs into a wall, or a baddie — whichever comes first. The baddies tend to sap your strength, in the time honoured fashion of all computer game baddies.

But taking that baddie recognition course may not be a bad idea, because some of them have special powers. There's the fiend who blocks a path. You can charge him, destroying him but losing a life, or you can seek a longer, potentially more dangerous route.

Of course, if you can find a diamond shield you're protected with the Pulsator ring of confidence for a full thirty seconds, which gives you time enough to do a lot of damage to their forces. Collect the oil cans too, and oi'l be seeing you later, because they give you more power and extra strength.

But the key features of the game are the doors (Groan). As you move around the maze you'll pass through numbered boxes. The first time through gives the relevant key, but the next encounter with such a box removes it again. You need to plan your route carefully so that you don't lose keys just before you need them.

The graphics are serviceable, though not awe inspiring. Why is it that so many Spectrum games now are based on balls? Couldn't be that a rotating sphere is easy to animate, could it? But 128K owners should hang around awhile at the start. The music may start soft but it grows into one of those speaker shakers that show offs with other machines used to use to kick sand in your rubber keyed whisperer.

My conclusion? *Pulsator* should please the player who ponders and produces maps. One to get your pulses pulsating!

Graphics
Playability
Value for Money
Addictiveness
8



Win Ten Copies Of Martech's *Pulsator*!

27. What is a pulsar?

a) That little throbby thing you've got in your wrist that people in cop shows always touch before shaking their heads and saying "He's dead"?

b) A Chilean vegetable? (Clue: It's not this one.)

c) A very small, very dense star which emits regular radio waves?

Now throb over to page 56 and splat it all over the coupon. (Fetch a bucket of water, someone!)

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SPY Vs SPY
THE ISLAND CAPER

Databyte/£8.95

John A missile is hidden on a remote tropical island and your job is to retrieve it (funny that, eh?) It's in three pieces, though, and the pieces are scattered about the island. And to cap it all someone else is trying to get the same parts as you. Oh, and I almost forgot to mention that after a certain length of time, the island's volcano explodes, so once you've found your missile, you'd better find your sub and get out — fast.

The screen display is very complicated with the game options displayed on the right of the screen, and the playing areas, two of them, taking up the rest, one above the other. It's on these screens that the action takes place. The main display is your Trapulator — a short of hi-tech scanning device with lots of bells and whistles, and on here you can monitor your actions. Your opponent also has one of these fiendish devices, as the game can be played in one or two player mode — if you choose one player, the computer is your opponent.

The rest of the display shows a 3D view of the land and you can move left, right, forward and back. If the two characters enter the same area then the action takes place on only one of the screens. A clock counts down the time before the volcano blows its top (the end of the game), so you're racing against time throughout. As well as fighting your opponent, you have to avoid shark attacks, quick sand, coconut bombs and all manner of other hazards as you race to get your bits together. Lots of fun can be had by not only completing the task yourself, but stopping your opponent in his tracks by booby trapping him or luring him to his demise.

It's all good fun, but a touch too complicated for my liking. However, I'm just a simple soul, you might get more out of it than me!

Graphics / Playability / Value for Money / Addictiveness — 7

ARMY MOVES

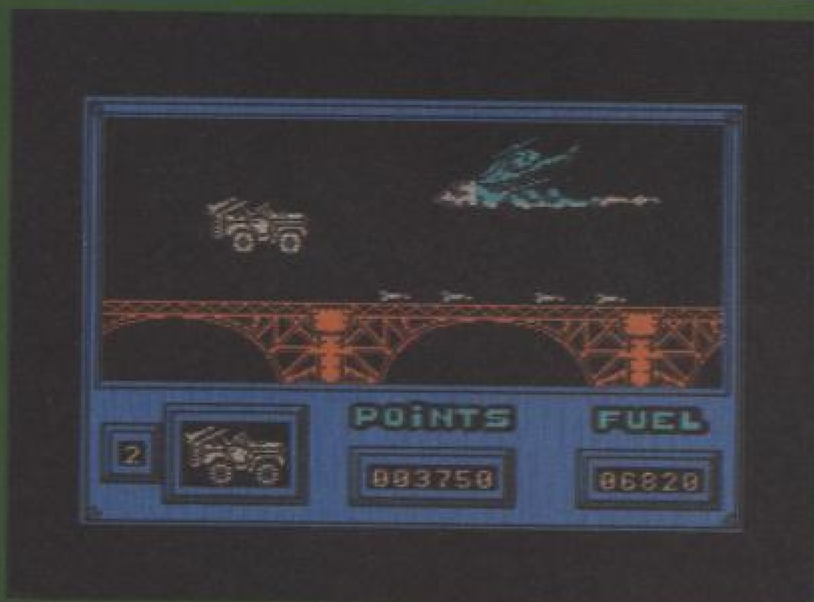
Imagine/£7.95

Tony Hi there! I'm a rootin' tootin' soldier and I like killing things and eating nails! I'm a member of the Specialist Operations Corps — a crack regiment of nutters, er, I mean commandos, picked for dangerous missions. Today's a real doozy — across broken bridges, jungles, deserts, learn to cope with lots of different modes of transport, enter the enemy HQ, open a safe and get some information. And all before breakfast!

Ahem! *Army Moves* is a darn hard game. How's this for just the first screen — drive over a bridge, jump the pot holes, fire at the helicopters, fire at the jeeps, and all while firing at an enemy squadron! Not a pièce de gateau, I can tell you.

My only major gripe with this game is that it's too easy to die! If you don't get bombed by helicopters, fall into holes and hit any jeeps in the first ten seconds, the only thing you can be sure of is that you're bound to do it in the next ten. And while you're keeping a weather eye out for all these hazards, you've also got to time leaps, dodge bullets and fire back!

It's nothing more than a cross between *Green Beret* and *Moon Buggy*, and I reckon it's highly entertaining. For those who enjoy a good shoot 'em up, I'd recommend nothing better. It's a multiloader, so each level is complicated, and



lots has been crammed in in the way of action. The graphics are nifty too, being large and well animated, and very detailed — and the multiload means there's lots of 'em.

With this and *Arkanoid*, Imagine looks to be heading back to its former glory, especially if it keeps up this association with Dinamic Software — the Spanish group that programmed the game. I doubt this'll be the last we hear of the Spanish connection.

If you want a bit of gratuitous violence before tea, buy it, 'cos it's the sort of game that'll keep you amused for hours. Me? I'm for another go. Haha! Eat lead Commie...

Graphics / Playability / Value for Money / Addictiveness — 8



Win Five Mirrorsoft T-shirts And Five Mirrorsoft Mugs!

28. Which large magnate owns the *Daily Mirror*?

a) Robert Maxwell?
b) Maxwell House?
c) Bleak House?

Or is it Glenn Hoddle? Pas un morceau de gateau, mon petit dumpling. Turn to page 56 and await your fate.

SUPER ROBIN HOOD

Code Masters/£1.99

Rick This new Code Masters budget game will have you all of a-quiver with excitement! From the opening blood stirring music to the blood red sunset that Super Robin soulfully surveys at the end, bloody war is the name of the game and carnage is what you'll end up with if you play it right.

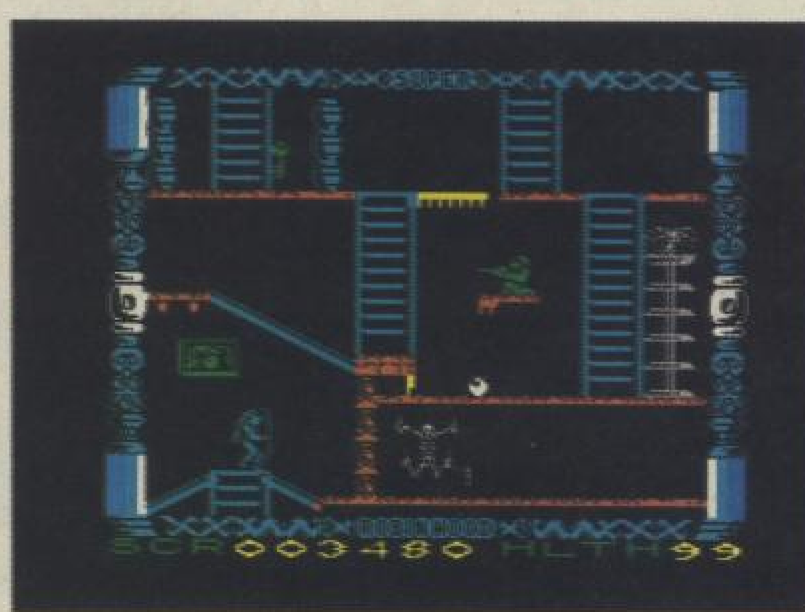
As the mega-muscled Robin, your task in this joystick and keyboard compatible platform caper is to rescue Maid Marian from the clutches of the wicked Sheriff, who has her all tied up in Notts. Robbo goes solo in his quest, with no help from his good buddies, Little John, Friar Tuck and Will Scarlet. But who needs help when you can duck, jump and scale ladders with such boundless agility! Mind you, you'll need all the Errol Flynnery you can find to get round the medieval monsters — rancid rats, spooky spiders and other assorted 'orribles — that the Sheriff sends against you.

Your health factor starts at 99, but constant contact with the creepies wears it down and when you hit the big 0 you become an ex-Robin. And don't jump prematurely from ladders and platforms, or it'll be cock-up, not Cock Robin. There are assorted tablets round the castle that'll perk up your health, and if you're nifty with the old bow and arrer you can stick the Sheriff's guards with more quills than a porcupine — a great way to get lots of lovely bonus points.

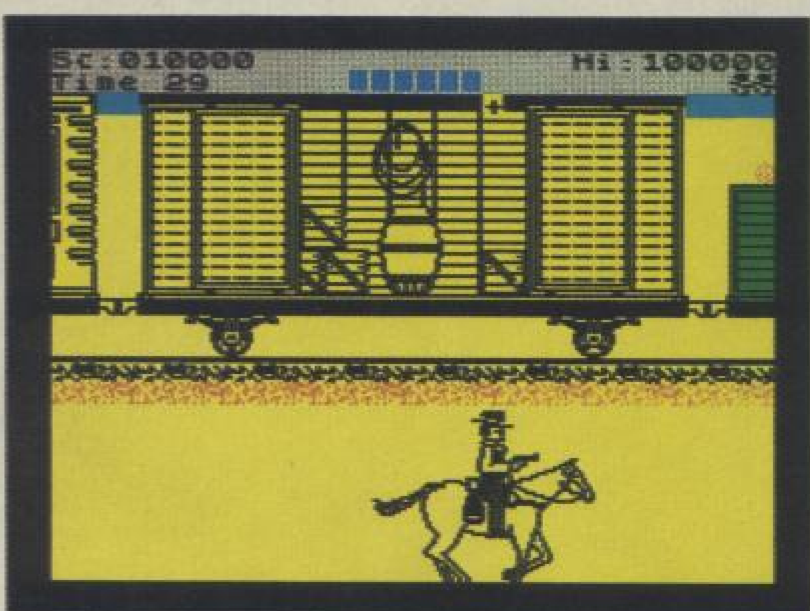
Keys and red hearts are also lying round the castle (some people are so careless!) which'll boost your bonus too. They're usually in the most inaccessible crooks and nannies, though, so keep your eyes peeled. The keys will let you operate the lifts to the various sections of the castle until you reach your goal — the East Tower, where the love of your life is pining for you.

Super Robin Hood isn't the most sophisticated platform you'll fall over, but its clear graphics and easy scrolling action give it instant appeal. And 'cos it has no time limit you can be a little more constructive in your game play than usual. It's sound, but no real fury.

Graphics
Playability
Value for Money
Addictiveness
6



EXPRESS RAIDER



US Gold/£8.99

Mike Well dog my cats, root my toot and goldarn it, those pesky varmints from US Gold done gone and brung out the fastest coin-op conversion in the west. Well, maybe not the fastest as it was announced for January but what's a few months between friends when you're talking about 'the ultimate in fast-action shoot 'em ups'?

The Tombstone Express is coming to Gold City, and it's got more silver dollars on board than you've had baked beans, so mild-mannered trainspotting Speccy owners everywhere get a chance to become Express Raider, the greatest train robber in the whole darn prairie. This is some special train robber though, as he did his schooling at the Kung Fu Fighters Academy — does this make him a Marshall artist?

It makes the game a strolling scroll from left to right as first you walk down the main street of town and work over a few of the law-abiding citizens trying to get in your way. Then you can deal with a whole host of coyotes, though they look mighty like black panthers to me. Still, at least they don't have the hero's problems — or is it the villain? Whatever, just call him the Attribute Kid.

Second stage of the game is on the roof of the train, where you leap along, ducking and kicking, with a range of offensive and defensive moves in *Exploding Fist* style, depending on whether you have the fire button pressed or not — and just for the record this has keyboard, Kempston, Opus and Interface options. It also has a Practice Mode giving you 32 lives, and normal and advanced modes too, each with four skill levels.

If you can get along the train to the engine, ducking under the bullets and the flying shovels of grit (hope I typed that right), then you get to ride alongside the next train firing off your gun at anything that moves.

Express Raider's okay for a while, but the Spectrum's capable of much better graphics than this, and much faster action too. If you like a game where you move along going kick-kick-duck-jump-kick-thump then this could be for you, but for me it's been done before, and done better.

Graphics
Playability
Value for Money
Addictiveness
7



Win 15 Copies of US Gold's *Psi-5 Trading Company*

29. Which alphabet has the letter Psi in it?

a) Swaheli?
b) Sanskrit?
c) Greek?

It's all Greek to us too, but don't let that stop you inscribing the answer on the coupon on page 56.



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I, BALL



Firebird/£1.99

Rachael . . . and Me, Rachael. Or should that be I, Rachael. I'm not sure. (*Where's your grammar? Ed*). At home with me grampar, actually!

Back from me hols and what do they give me? A damn difficult, vertical scrolling shoot 'em up full of colour and bubbles and mostly balls. Can I resist the temptation to get my revenge with the odd, well chosen pun? (*You'd better! Ed*).

So, lets get this load of sphericals on the road. Evil Terry Ball has kidnapped Glow Ball, Eddy Ball, No Ball and the one they named after me, Lover Ball (*Oh please! Ed*). It's up to you, the eponymous and egotistical I, to go get 'em. You're sort of a rolling Rambo.

You start almost nekkid (Eeek!) but as you progress through the sixteen layers your Speccy will scream at you (or whimper, if you're still possessed of a wimpish rubbery model) 'Power Disc!'. This means it's time to stop shooting and pick up the aforementioned object, which will bestow great gifts upon you, such as turbo thrust or additional weapons.

It would all be fairly easy if not for the fact that you're a big ball (which reminds me, why do firemen have bigger balls than policemen? Because they sell more tickets) and the hazards are similarly scaled. It's rather too easy to bounce off the walls into a deadly doughnut or an electrified shelf.

Things are made worse at first by the fact that you can only fire vertically. This makes any nasty that drifts in from the side almost impossible to avoid. You just have to zoom on up at top speed because the enemy remains harmless for a split second after it appears.

I must confess I found this initial difficulty rather badly balanced, but things do perk up when you achieve your first new weapon, which is a sideways firing laser. It's not plain sailing even then though, because you'll lose it again when you lose your life.

So, is it the ultimate challenge or just frustrating? It's a big colourful game with some neat digitised sound but I'm not sure I'd rather be back on the sand than sitting in front of a Spectrum. Still, if I could move my micro down to the shore, it might be a brilliant beach ball!

Graphics
Playability
Value for Money
Addictiveness
7

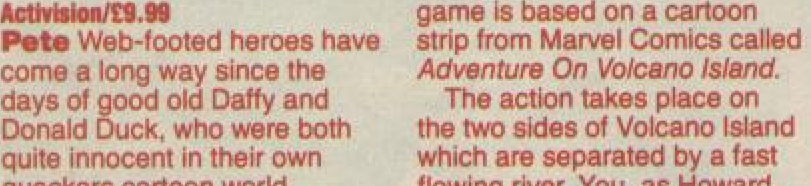
HOWARD THE DUCK

Activision/£9.99

Pete Web-footed heroes have come a long way since the days of good old Daffy and Donald Duck, who were both quite innocent in their own quackers cartoon world. Howard, on the other hand, wouldn't know innocence if it came up and bit him on the beak. He drinks, he smokes 20 cigars a day and he's rather fond of the ladies.

If you saw the film and fancy reliving Howard's exploits with this game, then forget it. This game is based on a cartoon strip from Marvel Comics called *Adventure On Volcano Island*.

The action takes place on the two sides of Volcano Island which are separated by a fast flowing river. You, as Howard, have to cross this channel several times before reaching your final goal at Volcano Mountain. You may think this poses no problems for a duck, but when Howard was born, they forgot to tell him that ducks can swim. So he can't! Because of this minor setback you first have to find Howard's solar powered jetpack.



The island itself is inhabited by Mutant Maniacs who don't seem to care much for cigar-smoking ducks waddling all over. That means they'll do what they can to get rid of you. This is where your knowledge of the ancient oriental art of Quack-Fu comes in. Using your skill in this kicking and punching art, you can send the mutants spinning off the island. In the lower levels of play the mutants aren't that difficult to cope with, and once you've dealt them a bit of death, they don't appear again.

In the final stages of the game you have to cross the bridge leading to the volcano, which isn't too hard as long as you avoid the molten rocks that come hurtling in your direction. If you choose to play on novice level then your game is over once you've stepped on the last mutant mound. If you're on expert level, then you've still got to get up the mountain in the ultralight flying machine and go through the volcano to face the Dark Overlord.

Howard's actually quite good fun — it's easy enough in the early stages to get your excitement going and challenging enough in the expert levels to hold your interest. My only gripe is the price — either Activision is paying a huge licence fee, or maybe it thinks that the name Howard is enough to justify a ten quid price tag. C'mon Activision — it's a good game, pity the pricing is a bit iffy!

Graphics
Playability
Value for Money
Addictiveness
7



Win Five *Rana Rama* T-shirts, Ten Copies Of *Gunrunner* And Lots Of Hewson Posters!

30. What's the name of that delicious Yorkshire delicacy, often eaten down the Ferret And Whippet in Barnsley?

a) Toad-in-the-hole?
b) Frog-in-the-hole?
c) Newt-in-the-hole?

Ribbit, ribbit. Now hop along to page 56 and jot your answer down on the coupon.


GAME OVER
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L.ROYO
When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle) . . . a world full of dangers.
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TASK FORCE

Don't byte off more than you can chew! *Ian Hoare*'s back with all the help you'll ever need!

I just don't believe the number of letters I've had! And they've all been about that teeny little question I asked in the April issue — why does the Speccy get confused when it's asked if 3 = INT 3 or whatever? The jackpot really got thumped this time — I'm still drowning under the mail!

Mind you, I'm afraid to say that the numbers of letters were swelled by a misprint in the routine itself — a fair number of you pointed that out to me, and some of you were quite polite! So, to start with, many thanks to all of you who wrote in, including **Alan Baker**, **Calum Benson**, **Adrian Bhagat**, **Reg Body**, **Armando Chibante**, **Michael Ewart**, **Peter Hall**, **Barry Hunt**, **Walter Murray**, **Hugh McLenaghan** and **Kevin Richards**.

Okay, let's try and summarise what they all said. **Alan Baker** calls himself the Mean Machine Coder. And mean he certainly is! He points out that this is the second month in a row where I've misprinted a problem and then set an example based on the impossible. He also reckons he's found three mistakes in the listing — the /10↑p was omitted from the end of the function definition, the additional program duplicated a line number (40) and the function parameters were given in the wrong order. Well, I'm sorry about the mistakes, Alan, but they creep in — anyway, it gives you geniuses something to write to me about, doesn't it?

The reason the Speccy seems to make this silly mistake is that it holds numbers in its internal memory coded to a higher degree of accuracy than it shows. Also, there's a bug in the ROM that can give an error on BIT 34 of a floating point number. So, if you use exponentials such as 3ˆn, the Speccy calculator uses logarithms and the bug creeps in.

Adrian Bhagat points this out in his letter. If you do the following: (10ˆ3.00016)*2 = 2007.38186 and INT (that lot) = 2007 and now 2007/10↑3.0016=1.999619542 then, as Adrian points out, this isn't an integer! Now, if you do INT (1.999619542) you get 1 when you should get 2! So now we need a function that will actually work. **Kevin Richards** made one minor change to the DEF FN and managed to sort it all out — well done Kevin.

```
1 DEF FN d(n,p)= INT(n*10↑p+0.5)
/INT(10↑p)
```

Many thanks to the rest of you who wrote in — I hope you'll forgive me for not printing all the solutions, but I want to get on to some other stuff as well. Just one last thing — **Calum Benson** wrote in with an alternative solution. He doesn't use the ↑ function, so you don't get caught by the dreaded ROM bug — have a look.

```
10 DEF FN p(x)=VAL ("10"+("*.1*
10*10*10*10*10*10*10"( TO (x*3)+
3))) : DEF FN d(n,p)= INT ((n*
FN p(p))+.5)/FN p(p)
20 INPUT "Number to be rounded:
";n
25 INPUT "Number of decimal
places: ";p: IF p<0 or p>7 THEN
GOTO 25 : REM max number of
places is 7
30 LET x=FN D(n,p): LET x$= STR$
x: LET dp=0: IF p<>0 THEN FOR
x=1 TO LEN x$: LET dp=dp+((LEN
x$0x)AND x$(x)="."): NEXT x: LET
x$=x$+("."AND dp=0)+("00000000"
(TO p-dp)): LET x$=("0"AND x$(1)
=".")+x$
35 PRINT x$'': GOTO 20
```

As Calum points out, his line 30 is an improvement on the original and the limitation of seven decimal places isn't serious, as that's the limit of accuracy that the Speccy displays figures to anyway.

Okay, onto other things. **Richard Alexander** sent in a neat bit of code that'll do a Dixel scroll (no, not loo paper — it means two pixels at a time) to the whole screen. This makes for faster movement with only a little loss of smoothness.

```
10          ORG   32000
20          DI
30          LD    BC,6144
40          LD    HL,22527
50   LOOP   SRL   (HL)
60          CALL  C,SUB1
70          SRL   (HL)
80          CALL  C,SUB2
90          DEC   HL
100         DEC   BC
110         LD    A,B
120         OR    C
130         JR    NZ,LOOP
140         EI
150         RET
160  SUB1   INC   HL
170         SET   6,(HL)
180         DEC   HL
190         RET
200  SUB2   INC   HL
210         SET   7,(HL)
220         DEC   HL
230         RET
240         END
```

Richard also says that the routine can be altered to scroll the other way — so here's this month's challenge. Who can work out what Richard's routine is doing and then write one to go the other way?

Lots of you are likely to have a copy of that excellent book *Supercharge Your Spectrum* by David Webb, I suspect. Well, **Barry Stuart** wrote in to say he's discovered a bug in the Full Renumber routine. The bug causes the routine to fall over when one line contains a GOTO/GOSUB variable and the next contains a GOTO/ GOSUB number. Barry's fix is to alter a jump in the program, so where it has two JR Z, CHEATs, the second should read JR Z, NXSRCLN instead. That means that if you're using the program already, load it into memory, make a note of the start address, and do the following before saving it again.

```
POKE start address+218,146
```

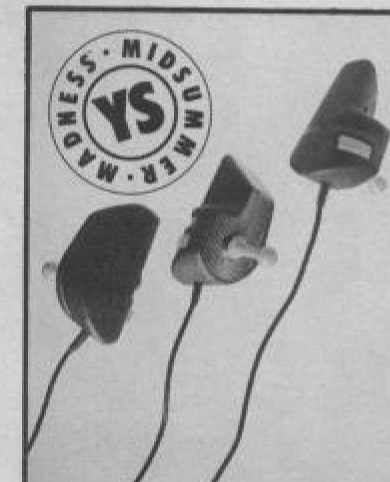
Just one point here. David Webb often uses the three 'spare' bytes in the system variables area, and he also uses the printer buffer for storing temporary data. If you want your programs to work on a 128K or a +2, you should alter these to use workspace specially reserved by your code.

Now here's a rarity! Maybe it's 'cos of the... er... quality of the Speccy sound system, but I rarely get routines dealing with sound. However, **Anthony Johnson** has sent in this nifty little number to give multi-channel sound very simply. He uses three locations — the first gives the duration of the two notes, the second gives the note value of the first note, and the third gives the note value of the second note.

I hope you don't mind, Anthony, but I've altered the program slightly so that the data block is all together at the front of the program. To use it, POKE values into the three bytes at the address you used as the ORG and call the START address three bytes on. Don't, whatever you do, call the ORG address, or the stupid machine will try to execute data!

```
10          ORG   ANY
20   BORD   EQU   5C48H
30   DURAT  DEFB  0
40   NOTE1  DEFB  0F0H
50   NOTE2  DEFB  0EDH
60   START  DI
70          LD    A,(BORD)
80          RRA
90          RRA
100         RRA
110         LD    HL,DURAT
120         LD    B,(HL)
130         LD    C,FEH
135         INC   HL
140         LD    D,(HL)
145         INC   HL
150         LD    E,(HL)
160         LD    H,D
170         L↳ [illegible]  L,E
160  JUMP1  DEC   H
170         JR    NZ,JUMP2
180         XOR   10H
190         OUT   (0CH),A
200         LD    H,D
210  JUMP2  DEC   L
220         JR    NZ,JUMP1
230         XOR   10H
240         OUT   (0CH),A
250         LD    L,E
260         DJNZ  JUMP1
270         EI
280         RET
290         END
```

That's it for this month — I'm right out of space though I've got loads of stuff left. I'll fit lots more in next month.



Win Three Konix Joysticks

31. What do pilots call the right hand side of their plane?

a) Cardboard?
b) Starboard?
c) Hardboard?

Dead easy, eh? Now fly along to page 56 and bung your answer down on the coupon. Roger wilco, chaps.

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MAD's Magic Knight completed his task in the future. Now he's on his way home to face his worst enemy... himself! *Stormbringer*'s the result — Phil South referees!



Returning home from the Starship USS Pisces in the 25th Century, Magic Knight finds that his quiet village of Cornhamp-On-Marsh has been conquered by the Off-White Knight, also known as The Stormbringer. It may be a coincidence, but this evil knight bears a striking resemblance to Magic Knight... which is hardly surprising, 'cos they're two halves of the same person! Off-White is the evil side of Magic Knight's own personality. Somehow, these two guys have got to get together...

This is the fourth 'Windimation' arcade adventure from Mastertronic Added Dimension Games (MAD), the previous three being *Finders Keepers*, *Spellbound* and *Knight Tyme*. The format in *Stormbringer* is almost identical to its forerunners, but the puzzles are much more tricky — the game was specially written with the 128K/+2 machines in mind. The map is huge, with 64 rooms, 64 objects, 16 characters and a range of disguises for Magic Knight to wear to help him blag his way into Off-White's Castle.

You begin the game by materialising beside a mighty sword embedded in a slab of concrete. Could this be a clue? Well, it could be, but I don't think it is. Nice graphic though, innit? As in the previous games, you must wander through the adventure picking up objects and manipulating them to the best advantage, using the pull-down menus activated by pressing Fire. You must also converse with, and try to pinch objects from, the various non-player characters — the game can't be finished without their help, as they carry many crucial objects in their fluffy little pockets.

For example, you have to find a newspaper advert so that you can find out which disguise you must use as you take on the appearance of the job applicant! To get this you have to find some kind of currency, and buy the paper from the right character. This is the sort of problem you face in *Stormbringer*, and that one was just a minor one! Wait till you get around to the problem of killing the 20 foot tall Grunter The Bearwolf, who guards the cave. Then the word complex takes on a whole new meaning.

The way to merge with your other half is to first stun him with something, and then, provided you have enough magic power, cast a Dimension Merge spell. This is very tricky, mostly because at first it's hard to move anywhere in the game before your energy runs out. But you'll soon work out how to stop this happening (the key lies with one of the characters you'll meet). But careful (spot the clue), you might not see the wood for the trees. (Ho ho).

Stormbringer is a first class game, and far from being 'just another one' in the Magic Knight series, it could very possibly be the best one! The problems are quite hard, but then that only makes the solving of them all the more satisfying. The game features the same cheeky graphics as before, with a bit of 'tweaking' here and there — well, that's what David Jones tells me, anyway. So if you want a graphic arcade adventure with a bit of bite, then shell out three quid for *Stormbringer*... it's absolutely fabulous value for money!



Here's a close-up of the photo you'll find lying around in the forest. It gives you a super overview of the scene — Grunter The Bearwolf is visible in the bottom left, the Cloud's overhead, and the Castle has Off-White Knight's Time Machine anchored to its ramparts. (Ouch, that smarts!)

Graphics	■■■■■■■■■□	9
Playability	■■■■■■■■■□	
Value for Money	■■■■■■■■■□	
Addictiveness	■■■■■■■■■□	

FAX BOX

Game	Stormbringer
Publisher	MAD
Price	£2.99



Win Ten Copies Of Mastertronic's *Flash Gordon, Amaurote* and *Jackle & Wide!*

32. In the film version of Flash (aa-ah!) Gordon, who played the Emperor Ming?
a) Max von Sydow?
b) Max Phillips?
c) Max Bygraves?

Fancy yourself as a saviour of the universe? Turn to page 56 and prepare to get lucky!

When you get the mirror, obtained from a character in the game (let's not spoil the fun, eh?) you can see everything you're carrying. More importantly, you can see how much strength you have left on the bar to the left.

Buk, buk, buk, buk, buk-ARRK! Hey, it's a chicken. But this ain't just any old chicken, my little armour plated friend. Nope, it's the chicken that laid the golden eggs... and bronze and silver too! What? It's a goose? Nah, can't be!

Here's a Magic Talisman. This is one of the things you can wear, and wear it you must in order to unleash its magic powers. The other benefit of wearing something is that it takes it out of your pocket, and since you only have room for five things, this can't help but be a Good Thing.



Oh shoot! Look at all those bombs. You'd better complete your tasks before Off-White gets to that lever in the centre, or he'll send his lot of bombs showering over your peaceful little village! (The scoundrel!)

YOUR SINCLAIR MEGAGAME

Here's the bomb bay lever. Don't pull it at all costs, because if you do the bombs will rain down on your kingdom.. but more importantly, you'll fall out and plummet from a great height to your death. Aaaaaaaaaahhhh...

These two items are the only things that Magic Knight has on him when he starts the game. Gadget X is a method of altering the game parameters such as define keys and loading and saving games. The other thing is an advert which, although it seems useless, is very good to stand on!



Illustration: Ken Oliver

YS ADVENTU



After many months spent waiting for a suitable candidate, once again a Manuel award can be made for games playing below and beneath the call of duty. This seems appropriate as I only got back from a holiday in Spain five days ago, and a waiter in one restaurant did indeed do his best to keep the Manuel spirit alive, by attempting to remove everyone's plate before we'd finished eating. Hard not to laugh when we're holding onto the plates saying 'No..no..' and he's tugging at them saying 'Si..si..' And this wasn't in Barcelona.

Anyway, the Manuel award this time goes to **Paul Greenough** of Radcliffe in Manchester, who, after years of playing computer games, has just finished his first one ever, and that's *Rogue Trooper*. Naturally this might disqualify him from earning the coveted Manuel trophy, but he receives it because he still hasn't finished a single adventure game. He's been struggling along with *Marie Celeste* for some time, and after a mention in these pages last year he was sent several complete solutions and full maps to the game by kind-hearted readers, but Paul reports that he still hasn't managed to finish it! The Android gets him every time.

Thanks to all of you who spotted my own Manuel qualities in my review of *Bugsy*, where it was obvious that I wasn't getting very far. Too many clues and solutions came in to be able to list you all, but I must mention **Andy Howie** of Fife who says it's the only adventure he's ever finished, but he managed to do it in five hours. Obviously a hoodlum in the making there. For those struggling to get started, as I was, you have to be a bold bunny and SDOOH KCATTA.

Matthew Ascroft of Birmingham also helped with *Bugsy*, and if you're still stuck in part two just send me an sae for more help on that. Where to get out of the school in *St Bride's*? The answer lies near the broom closet. Open doors, use pencils in keyholes and put newspapers under doors to catch keys.

Trantoss trouble for **Don Markwick** of Eastbourne, who wonders how to open the Great Door in the Valley of Vendas Vane and also how to raise the Portcullis. For the first, just FFATS HTIW ROOD KCONK, and for the second you have to part the brothers. Send Lobo empty-handed to NATROM FO YELLAV EHT and there he should REDLUOB EKAT. Return to Portcullis, send him east, then BALS NO DNATS and BALS NO REDLUOB PORD.

Right, I'm going to give you a lot of Bull now. So what's new, everyone shouts at once. Oh shut up, I'm talking about **Wren Bull** from Carmarthen, who started life as a *Lost Soul* (his adventuring life, that is) but is now up there among the elite by being first to finish *Kobyashi Naru*. He started the game at 8.00 pm on 30th March and finished it 2hrs 50mins later. About one mintue after that he wrote to me to tell me about it. The next day he wrote again with a solution and map, and told me his brother Paul had now finished the game as well! Definitely a bull's eye for the Bull brothers, and no reflection on the ease or difficulty of the game as letters are now coming in from people stuck in it.

Blow me down if there wasn't another bundle of Bull blather a few days later, this time 'cos he'd seen the May issue and offered to answer **Chris Jones**'s plea for help on *Necris Dome*, seeing as I didn't print Chris's address. What me, not print an address? The very idea. Anyhow, Wren says that once you've climbed out of the casket, NIAGA NI KCAB BMILC to find the gloves. To kill the mandroid in Reception Room 10 you EXA HTIW EPIP RETAW TOH POHC. Then don't fail to examine the mandroid carefully. The circuit diagram in Reception 9 — MARGAID LLUP RO HSUP. This reveals a panel, then you SNOTTUB LLA SSERP. In Reception 11 you have to TINU LASOPSID NI DIORDNAM TUP. If anyone's solved the game and is prepared to help Wren finish it, write to him at Ty Coch, Llanddarog Rd, Carmarthen, Dyfed SA32 8BP. Just to keep the record straight, Chris Jones lives at 32 Harington Road, Formby, Lancs L37 1NU, and is keen to hear from anyone who'd like to swop second-hand adventures, like *Circus* and *Waxworks* in particular.

Jamie Young of Slough needs help on *The Helm*. Well, Jamie, you need to cross the river to get to the spectacles, which are just a couple of moves north, but to get across the river you need to SENOTS PORD. You need the bag to carry the salt and the diamond is incredibly useful later on, almost at the end of the adventure when you must insert it somewhere (no rude comments please).

Help to some *Lost Souls* from **Matthew Conway** of somewhere in Berks. For **Daren Francis** who's stuck in *McKensie* — to get past the first room type ROOD NEPO and when asked 'With what?' type PILC. For **J. Grundy** who's wondering how to enter the tomb in *Fairlight*, you must be wearing the crown, and the strange thing on the dungeon floor is probably a red herring.

Toby Blake who runs the *Helping Hand* helpline service from 25 Holm Park, Inverness, Scotland IV2 4XT, asks me to put in a plea to his members to send in some tips, maps, clues, solutions or *anything*. It seems like most of the members are the equivalent of overdrawn — they're asking lots of questions but giving nothing in return. Come on chaps and chappesses, helplines are a two-way thing.

I'd like to thank **Greg Quinn** of Portadown for his *Fantastic Four* freebie. Now if only I could read his writing I might be able to use it. I can read **Adam Bennett**'s writing, mainly because he uses a typewriter, and he wants to know how to start the orchestra in *Zzzzz*, the answer to which is NOTAB ESIAR. To capture the white horse in *Sinbad* you just ESROH OOSSAL.

I'd like to thank **Weymouth Adventurers Inc** for sending me a full solution to *St Brides*, as the one I'd previously been sent only dealt with the first half of the game. In that first half, though, **Robert Morgan** from Scotstoun in Glasgow wonders where

RES NEWS

Venture forth with Mike Gerrard

to find the gold to pay the dwarf at the ferry. Go to the foothills and KCOR ENIMAXE then KCARC ENIMAXE. What use is the catmint? You'll find out when you've used the ferry. And what is the 'modern magic' that the Firborg demands to see — TUO TI BUR NEHT REPAP NO ETIRW.

Graham Collier of Bath uses the modern magic of taped letters to communicate with me, and the latest one I loaded in offers some advice on *Se-Kaa Of Assiah*. Graham says that you don't need to breathe with the blowpipe underwater, though if you do breathe once then you must breathe again a second time while returning to the surface or you'll drown. Graham points out that it's the insertion of the blowpipe into the mesh underwater that increases your score, not the actual taking of the casket. The harness doesn't need to be taken to the top of the tower, he adds. Your score before mounting Sebac should be 30, and ten points are awarded for riding Sebac though you don't know this till you load in the data for the second part of the adventure. Graham wants to know if he's the only one to have solved the second half of the adventure, which is very much more devious than the first, as he never sees questions or answers on that section printed anywhere. If you want to compare notes on that second part (or just get Graham in trouble with She-Who-Must-Be-Obeyed for playing adventures when he should be decorating the house) then write to 32 Old Fosse Road, Odd Down, Bath, Avon BA2 2SR.

Richard Young of London SE2 asks what use the marmalade sandwich is in *The Boggit* — REDIPS EHT OT TI EVIG. And how to pass the crocodile pool in *Zzzzz*? Be a bold adventurer and ELIDOCORC NO DNATS! Richard is yet another arcade freak who decided to try adventures recently, and became engrossed in *The Hobbit*. He's obviously not used to the laws of the adventure page yet, as he forgot to enclose an sae, so as a final point let me remind all of you what the rules are. If you want a quick answer to your problems (of the adventuring kind, that is) then you're guaranteed to get one if you enclose a stamped addressed envelope. No sae means I'll try to answer your questions in these sacred pages, but that means a wait of at least a month till the magazine appears, and maybe no answer at all if there's not enough room to deal with everyone, which frequently happens. Comprenez? Good.



● The infamous *Hobbit* bugs and peculiarities are the subjects of a Melbourne House handout, and it makes for some interesting reading. It admits that some of the bugs have proved to be untraceable due to the vague nature in which they sometimes appear and also the complexity of the program itself. Untraceable bugs? Hmm, well, I bet you all have your thoughts on that.

The advice it gives is simply to do your best to avoid the bugs, especially the problems caused by entering commands like DO, RUN or even overuse of the @ symbol to repeat commands. If you're having trouble with the program crashing when you try to climb into the barrel in the Elven King's cellar, then this might be because you're trying to carry the barrel as well as climb into it. This ties the program in knots just as it would do to you. Make sure the barrel's on the ground before trying to enter it.

To escape from the pale bulbous eyes, you must move again in the direction you moved just before the eyes appeared, then wait twice and move in the same direction once more. F'rinstance, if you moved west, then the eyes appeared, you should type WEST, WAIT, WAIT, WEST in order to survive.

Interesting comments about killing the dragon, in view of some of the letters I've had from readers. According to Melbourne House, the only person who can kill the dragon is Bard, though a few *YS* readers reckon that they've managec to kill the dragon themselves without the help of Bard at all. Impossible, says Melbourne House! As well as that it says that Bard will only succeed 80% of the time, and if he doesn't succeed then you have a 50/50 chance of escaping safely or getting burnt to a cinder.

● After a year or so of low profile, 8th Day Software is bouncing back. First came *HRH*, then *Four Minutes To Midnight*, almost instantly followed by *Earthshock*, the first in its 'Grafix!' range of games. The second of these will be following pronto for the Speccy, selling at £3.99 including the cost of a scene-setting booklet. All 8th Day'll say about the second, though, is that it's called *A Harvesting Moon*. No doubt the usual text and text'n'graphics versions will be combined on one tape, making it a combined harvester. The price of *HRH* has been reduced to £2.99 following the review in *YS*, which definitely merits an extra star or two on the value-for-money scale.

YS MIDSUMMER MADNESS



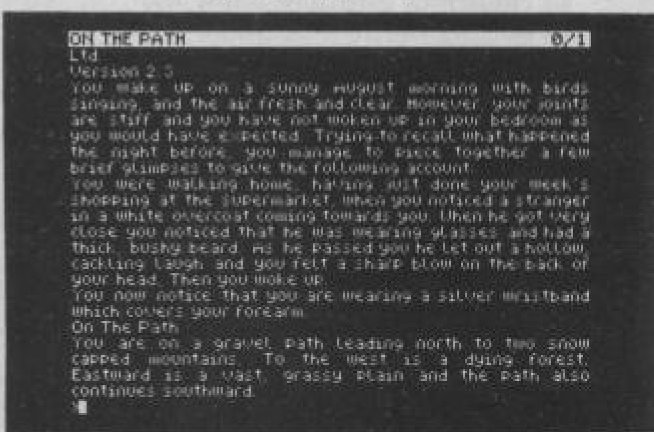
Win A Copy of Incentive's *GAC, Winter Wonderland* And *Apache Gold*

33. Just tell us who was the leader of the Apache Indians at Custer's Last Stand?
a) Oooh-eck!
b) Gordon Bennett!
c) Geronimo!
Okay, now you've answered that, zip along to page 56 and put your answer on the coupon.

THE PAWN

This is the one we've all been impatiently waiting for, the game that first appeared on the QL, then staggered everyone with stunning graphics in its Atari ST version. At last it's been squeezed (sadly minus the graphics) into a 128K Spectrum, though who needs graphics when you've got lovely text to read?

The package includes a novella to set the scene and also act as an anti-piracy device, the story being *A Tale Of Kerovnia.* This is the land where you find yourself one day, having originally set out just to do your supermarket shopping! A mysterious glance from a mysterious stranger, a sudden blow to the back of the neck and there you are waking up in a grassy clearing with nothing but a pair of jeans and a shirt



...and what's this? A silver wristband covering your forearm? That wasn't there before. The aim of the game is to escape from Kerovnia, and removing that mysterious wristband will no doubt have some part to play in this if you read the signs properly.

Apart from the lengthy text, *The Pawn* has gained its notoriety (and various 'Adventure-of-the-Year' awards) by its complexity, clever interaction between the player and other characters, and its sense of humour. There are many people you'll meet wandering round Kerovnia, such as Honest John (Kerovnia's Arthur Daley), King Erik, Kronos the Magician, an adventurer riding a horse and a guru who's highly amused by something about you. You should soon be able to stop him laughing, though, and when you do you'll be set one of the sub-quests that make up the adventure, which can be played in various ways. Mind you, the quest that Kronos sets you leads to all kinds of trouble, and you'd be advised to ask everyone about everyone to discover who can be trusted and who can't.

One complaint about the game is that some of the problems are devious above and beyond the call of adventuring, while others are blindingly simple, and some machine versions haven't been totally bugless either, though I've yet to encounter one in playing this conversion. Despite a few quibbles, this is the first adventure that'll give Speccy owners a hint of what it's like to play an Infocom game, so buy this.

Here are a few of the people you'll meet around Kerovnia

KRONOS THE MAGICIAN
He offers you a simple task to deliver a sealed note to King Erik of Kerovnia, but if the task's so simple and Kronos is a magician then why is he asking a lost adventurer like you to do it for him?

HONEST JOHN
Kerovnia's travelling salesman, who'll sell you iron rations, whiskey distilled by the Roobikyoub tribe of dwarfs, silver armour, spring water or even a bottle of Farthington's Real Ale.

THE GURU
He is shaven-headed, wears an orange robe and sits cross-legged on the floor of his hut at the top of a hill. Unfortunately he can't stop laughing at your wristband!

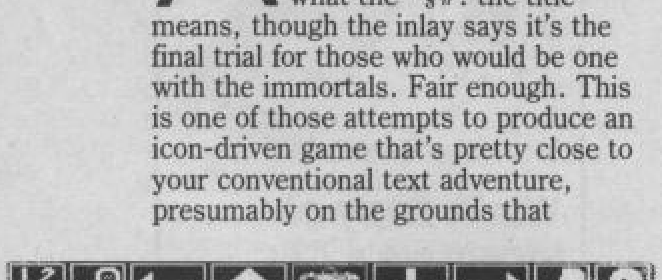
THE ADVENTURER
He is described as a tall handsome man dressed in gleaming armour and fond of saying things like 'Go north' and 'Unlight lamp'.

Graphics	□□□□□□□□□□	9
Text	■■■■■■■■■□	
Value for Money	■■■■■■■■□□	
Personal Rating	■■■■■■■■■□	

FAX BOX
Title .... The Pawn
Publisher .... Rainbird
Price £14.95

KOBYASHI NARU

Another interesting budget adventure from Mastertronic, the first challenge being to figure out what the *§#! the title means, though the inlay says it's the final trial for those who would be one with the immortals. Fair enough. This is one of those attempts to produce an icon-driven game that's pretty close to your conventional text adventure, presumably on the grounds that anything you can do, icons do better. I'm not convinced this is a good thing,as what's the point of taking up memory producing pretty little pictures representing GET or DROP when you could just type the thing in at the keyboard?



I'm not knocking the game, though, as I liked it, though that's maybe got a lot to do with its novelty value as well. The game's compatible with the Kempston joystick, or you can use the cursor keys to move around the screen. At the top and sides are 23 icons, and you move the cursor round to choose the one you want. As well as the obvious EXAMINE, GO NORTH, QUIT and so on, there are some like ANALYSE which work in conjunction with the text that appears below the picture in the centre of the screen. Choose ANALYSE and the cursor highlights the first word of the text description. It can then be moved about so that you can analyse whatever's there. In one place, for example, there's "a myriad of tiny creatures scurrying about." Select ANALYSE and move the cursor to highlight 'creatures' and you're told: "Small animals capable of great speed." Other commands include THROW, SWIM, JUMP, USE, PUSH, PULL and so forth.

In the adventure itself you're initially presented with three portals marked WISDOM, KNOWLEDGE and UNDERSTANDING, and through each is a quest that has to be fulfilled before you'll be allowed back through the portal — unless you quit, of course. Some people might hate the restriction on the problem solving that an icon-controlled game offers, but to make up for that the problems do seem to be pretty devious! Definitely worth checking out at this price.

Graphics	■■■■■■■□□□	7
Text	■■■■■■■□□□	
Value for Money	■■■■■■■■□□	
Personal Rating	■■■■■■■■□□	

FAX BOX
Title .... Kobyashi Naru
Publisher .... Mastertronic
Price £1.99

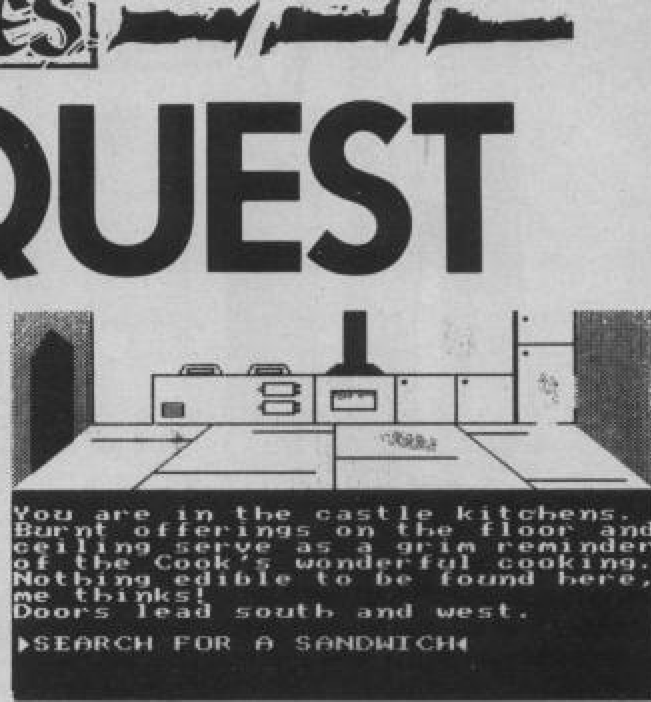
CUSTERD'S QUEST

Having taken a dislike to the title, I decided I wasn't going to like this new adventure from Craig Davies, alias Bodkin Software, which is being published by The Power House, formerly known as Alpha Omega, alias CRL. An appropriately silly arrangement for a silly adventure, I thought. But I loved it and I actually laughed out loud in several places — and that doesn't happen too often in adventure playing, let's be honest.

You take the part of Sir Coward de Custerd (groan) and you're lumbered with the job of journeying to the home of the evil necromancer, Tower Doom, and sorting him out as he's polluting the land causing chaos and stuff like that. You begin in the Great Hall of your ancestral home, Castle Custerd, and a quick look at the tatty curtains reveals that it maybe isn't quite so great after all. To the west is a chest in the master bedroom, and closer examination reveals this to be the mysterious chest that crops up in all the best adventures. And 'tis locked, of course. To the east is the kitchen, with something unpleasant on the walls, while elsewhere is a pig sty with something even more unpleasant on the floor. And you're standing in it.

Soon you'll also be standing outside a small brick building. Sounds familiar? Don't be too sure as the programmer assures us there's no spring inside, though inside a store room is an inconsequential stone panel.This leads to an amusing sequence of inevitable inputs in the style much favoured by Delta 4 of late, and *Custerd's Quest* does display a lot of the humour we've come to associate with Mr McNeill and the St Brides team. Go down through the stone panel and you'll see what I mean. I didn't even mind dying when I fell foul of the dreaded moat monster as the death routine had a nice touch of originality about it.

A good start for Power House budget adventures. More please. And more power to the elbow and other bits of Craig Davies for an amusing spoof adventure.



Graphics	6/10
Text	8/10
Value for Money	9/10
Personal Rating	8

FAX BOX
Title .... Custerd's Quest
Publisher .... The Power House
Price £1.99

SIX-IN-ONE

I'm often asked what titles I'd recommend for beginners to adventuring, and this is what I'll be recommending from now on! For less than a fiver you can get six games of progressive difficulty, plus a neat little introduction to adventure playing from Tom Frost, who should know what he's talking about having solved and written many a quest himself — including some of those here.

The first game is a simple quest for treasure, and introduces you to the idea of digging holes (and making sure you avoid falling down them later), of opening doors, examining objects, mysterious voices providing clues, and a little bit of the humour we adventurers tend to like.

Open Door presents a simple challenge — you start the game Here and have to get There. This introduces, amongst other things, magic wands and the waving thereof, the casting of spells, how to get down cliffs and how to go back and start again when you discover you've broken a vital object! These first two adventures have a unique HELP facility which prints out a full solution but only a section at a time.

In later games you're on your own. In *Crisis At Christmas* you choose to be either Husband or Wife and, your better half's car having broken down, you must search the house to find two special presents and place them in your children's bedrooms before Christmas Eve gives way to Christmas Day. Logical solutions, nicely presented, and just right for the beginner it's aimed at.

No room to detail all these adventures, but side two of the tape has *Green Door, Red Door* and a game called *Rays*. These are slightly more devious, as promised, and have a nice range of settings and styles. The six games include text-only, text and graphics, and what might be called text with trimmings. They seem to have been well-tested to eliminate any of those niggly little responses that newcomers could find puzzling. Definitely a bargain six-pack, but not one for the old hands.



Graphics	6/10
Text	6/10
Value for Money	9/10
Personal Rating	8

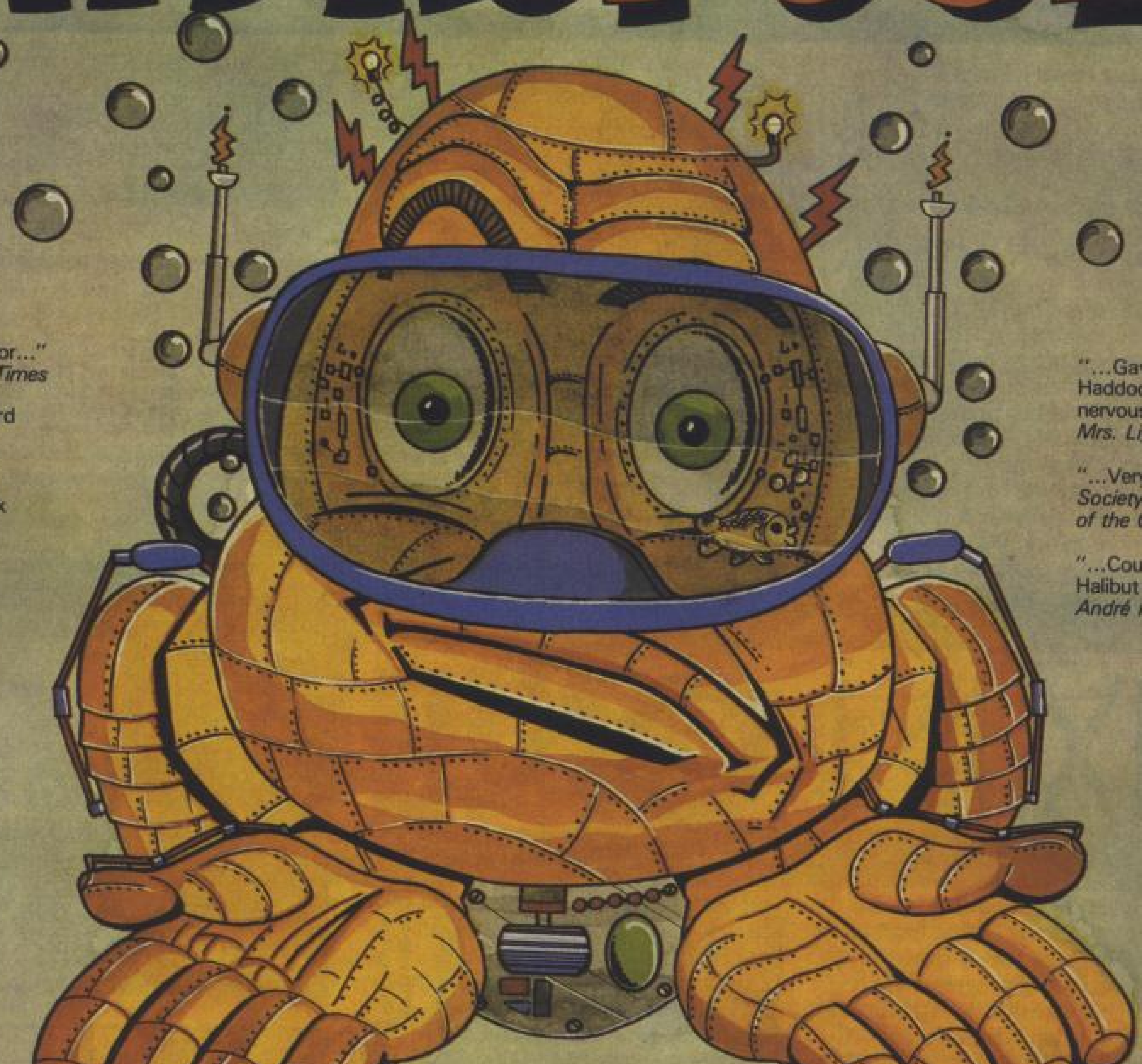
FAX BOX
Title .... Six-In-One
Publisher .... Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT
Price £4.95



Win Two Copies Of Rainbird's The Pawn

34. All we want to know is who the current World Chess Champion is?
a) Gary Kasparov?
b) Gary Kemp?
c) Gary Lineker?
Okay, done that? Right, turn to page 56 and write your answer on the coupon.

HYDROFOOL



"...Worth shelling out for..."
The Woolwich Arsenal Times

"...A game for the hard of herring..."
'Hearsay' Magazine

"...Whale Kipper Whelk home in the Eel-side..."
Cardiff Choir News

"...Gave me a bad Haddock and made me a nervous wreck..."
Mrs. Lighthouse

"...Very fishy..."
Society for the Preservation of the Obvious.

"...Could have filled the Halibut Hall..."
André Prawn

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THE GOLDEN MASK

Readers with memories or back issues that stretch as far back as January will remember a review of *Demon From The Darkside,* Compass's earlier effort, and I wasn't the only reviewer to have a wee rave about that one. Now comes the follow-up, and it's even better, looking a whole lot more stylish and using *The Quill, The Illustrator, The Press* and *Art Studio* to the full.

Yet again, not surprisingly, you play the part of Morrack, apprentice to the wizard, Ashmeard. In the first game you defeated Lord Drakon, or so you thought, for when you return to the lands of Dral your advisor and travelling companion Wise the Owl tells you that Drakon is alive and kicking — and probably kicking you if he gets half a chance. That's the bad news. The even worse news is that Ashmeard has snuffed it in the meantime, and with him has gone the knowledge of where the Golden Mask can be found. Can you find the Mask and defeat Drakon before his evil works its effect on Dral and its inhabitants? Course you can! Here we go, here we go, here we go...



Watch out for Drakon's Demons, many of which are at large in Dral already, but with a bit of searching somewhere near the start of the game you should find something that helps a little there. Various magic spells are handily lying around, up trees and in Demon encampments, and these can be cast later in the game in the right places. What I like about the game is that it doesn't take a dead straight line from start to finish. Right from the beginning you can go off in two different directions and have fun exploring those areas, and there are also several things you can do which might seem right at the time but turn out later on to have been a bit hasty of you.

If you just like playing adventures then you'll get your money's worth from this, but if you're into writing and selling your own then you definitely ought to check it out as it shows you what you're up against!

Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title .... The Golden Mask
Publisher .... Compass Software, 36 Globe Place, Norwich NR2 2SQ
Price £2.50

EARTHSHOCK

As a fan of almost all previous 8th Day releases, I'm sorry to say that this one disappointed me just a little, especially as it's announced as the first in its new Grafix! range of games. It's a particularly inappropriate one to start off with, as graphics in this are few and far between. I kept typing PICTURES to call them up, but nothing happened till quite a way into the game when the first rather ordinary illustration popped up.

The text side of things is very well done, with lengthy and well-written descriptions, and an eight-page booklet comes with the game to set the scene for you — pity that also pushes up the price a little too.



I won't try and condense the several pages of story into two sentences, but it's to do with robot cities, dusty plains, deep mineshafts and being sent on quests. There's nearly always something different about an 8th Day game, and this one's no exception. After you've solved the first few fairly easy problems, you're captured by tribesmen and invited to choose one of three objects — a key, a hoop or a sword. Each will lead to a different sub-quest within the game, although the outcome will be the same — in each one you'll find an object you need if you're to continue the main adventure. It does mean, though, that even when you've finished you can go back and get in a bit more adventuring for your money.

8th Day games are often fairly complex and tricky, too, but another disappointment was the way in which it seemed quite easy to get a fair way into the adventure. I'm sure it gets tougher later on, and if you're an 8th Day Adventurer, as opposed to a 7th Day Adventist, you'll probably still want to buy this latest, though it certainly isn't one of the greatest.

Graphics
Text
Value for Money
Personal Rating
7

FAX BOX
Title .... Earthshock
Publisher ..... 8th Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH.
Price £3.99

YS MIDSUMMER MADNESS



Win Two Sets Of Gilsoft's Quill, Illustrator, Press And Characters

35. Just let us know what a quill is?
a) A pen made out of a feather?
b) The winner of the 2.30 at Lingfield?
c) An exotic Yugoslavian dance?
Whizz off to page 56 now, and stick your answer on the coupon. Quill meet again...

YS SUPERSTO



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Mario and Luigi are here — they'll play as a team or against each other!
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Army Moves
Cross terrain fraught with danger. Get information locked in the enemy HQ.
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Head Over Heels
Get Head and Heels together and out of Blacktooth. They're an awesome twosome!
Worth £7.95



Tai-Pan
You're Dirk Struan, a pirate and a smuggler, after riches beyond your wildest dreams!
Worth £7.95

SUBS £15

You want a free Ocean game? Don't blame you, so would we! All you have to do is take out a YS subscription for the teeny sum of £15 and, not only will you get a pristine copy of the new YS every month, you'll also get a free Ocean game, worth up to £9.95, chosen from the four titles here. And on top of that you'll automatically become a member of the YS *Subs Club* — so you'll get a free newsletter every month with compos to win, posters to get and lots of other goodies that people who haven't got a subscription have absolutely no chance of getting. Fill in the coupon now — your first mag and your game will be along very soon.

T-SHIRTS £4.50

This is just what you need now that summer's on its way. A wacky *YS* T-shirt, made of 100 per cent, fully washable, cotton. It has a nifty Chris Long design in bright blue and black on the front and the *YS* logo in eye-catching red in the middle. You too can be the envy of your gerbil when you wear this round town. It'll come to you clean and unworn by T'zer for the very reasonable sum of £4.50 including postage and packing, so what are you waiting for? Bung your name and address down on the coupon and prepare to stun the world!



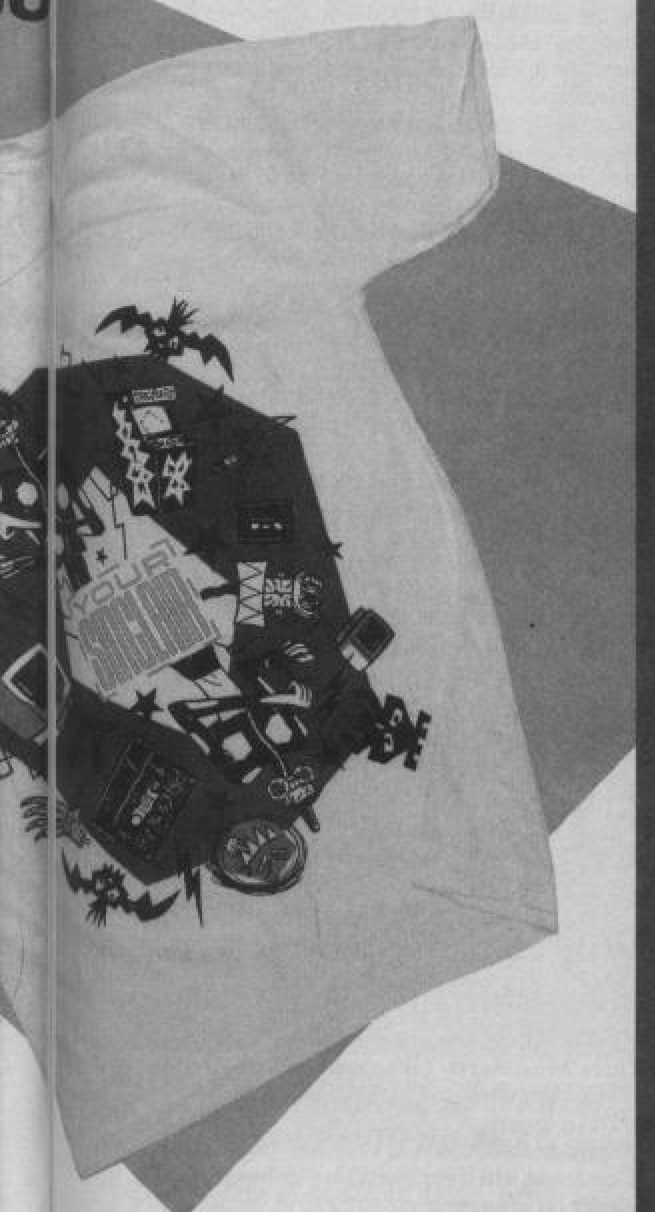
YS MEGABASIC



YS MegaBasic is a triffic programming utility for only £7.95. It has on-screen windows, 64 column text, lots of fonts, user-defined character sizes and loads more. Plus there's everything that's in ZX Basic and a free sprite designer! What more could you want? Fill in the *MegaBasic* bit on the coupon and you'll soon be programming to your heart's content.

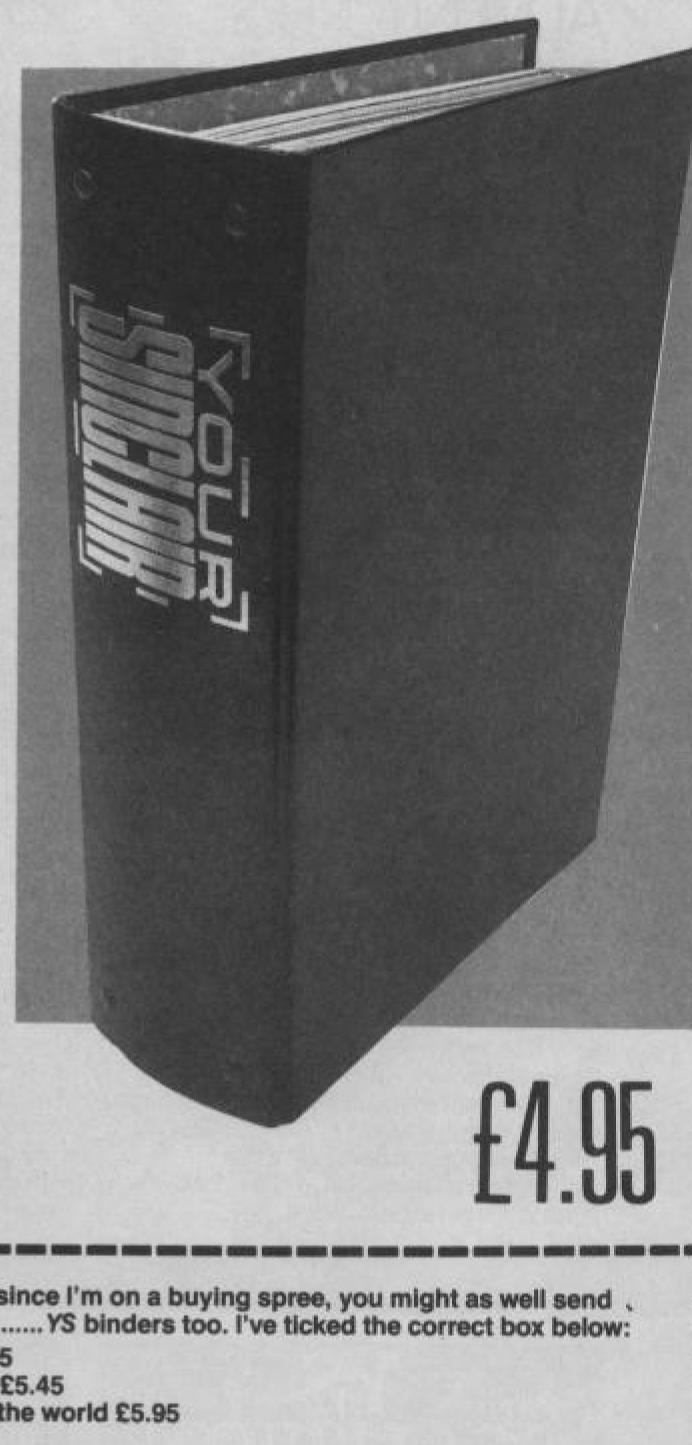
£7.95

ORE



BINDERS

You know the way it is with magazines. You start collecting them, the pile grows and grows, they look a mess lying down, they won't stand up, they get all battered and ripped and you can never find what you're looking for. Well, why not buy yourself a nifty *YS* binder in red with gold lettering to keep 'em tidy. There's space for twelve issues of *YS* — so if you get a subscription now, it makes sense to get a binder too! One can be yours for the measly sum of £4.95 including postage and packing — so go on, get all bound up in *Your Sinclair.*



£4.95

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Please send me a subscription to *Your Sinclair* starting from the ....issue

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☐ One year £20 Europe
☐ One year £25 rest of known cosmos

The free Ocean/Imagine I'd like is:
☐ **Army Moves**
☐ **Mario Brothers**
☐ **Tai-Pan**
☐ **Head Over Heels**

NOTE: This offer applies to overseas readers too!
Your free game will be sent separately from your first copy of YS. Because these are all brand new games, we can't put a date on when they'll arrive. Please be patient.

Oh, go on then, I'll have a *YS* T-shirt too for the paltry sum of £4.50. My size is as I've shown, and I don't mind waiting 28 days for delivery.

Small ☐ Medium ☐ Large ☐ Extra Large ☐

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Then again, as I don't carry cash, please charge my *Access/Visa/American Express/Diners/Mastercharge card number...

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Now send the completed form with payment or credit card number to: *YS* Superstore, 14 Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, a photocopy will do nicely!



ADVENTURERS INTERNATIONAL

I've been deluged with demands from Denmark this month. Well, not demands, more polite questions, all from **Nikolai S. Christensen**, Kildevej 15, Svjebaek, 8600 Silkeborg, Denmark. In *Mindshadow*, Nikolai, you say you have a newspaper, pole and meat cleaver, in addition to the objects from the island, but I see that you don't have a hat yet! From the start, go east three times, then south, and examine the fat sleeping man. Then search him and the hat will reveal the booth number to enter in the Tyrolean Inn.

In *Valkyrie 17*, after you've paid the bill you should buy a drink for the girl then follow her and (I'm afraid to say) you then have to kill her. To find the stone circle in *Robin Of Sherwood*, start at the waterfall and go south three times and west three times. The map of this one can be a bit inconsistent at times, but those directions should put you somewhere near the stone circle that you want to find.

In *Price Of Magik* you can get the wheel, but you have to hypnotise the bat to get it for you. To get the small mirror you cut the large mirror in the attic with the diamond. To get a crystal ball requires you to know an English expression which is unrepeatable in a wholesome and cultural magazine like what *YS* is. But the gist of it is that you take the monkey to the cold store, wait a while, then examine the snow and get the crystal ball.

Finally from Portugal, **Joao Amaral** writes to ask various things, like can he have a freebie for *Bored Of The Rings*, which is even now winging its way to the sun (and I wish I was going with it). He says the adventure section is the best in the magazine, which we all know anyway, and offers some advice on finding the last touchstone to finish *Robin Of Sherwood*. He reckons you must drop all the others in the circle near the Great Stones, along with something made of silver, and violà, he says, abandoning Portuguese just like that, the game is finished. And so's this section, which is just as well as I've got to the end.

KIND SOULS

Some people are gluttons for punishment, insisting on appearing in *Kind Souls* again and again, ever-anxious to help those in distress. One such idiot...sorry, one such extremely kind human being is **Wren Bull**, Ty Coch, Llanddarog Road, Carmarthen, Dyfed SA32 8BP. Wren's willing and able to help on *Bored Of The Rings, Circus, Espionage Island, Hacker, Hampstead, Inca Curse, Mountains Of Ket, Perseus And Andromeda, Robin Of Sherlock, Robin Of Sherwood, Quest For The Holy Grail, Seabase Delta, Se-Kaa Of Assiah, Sherlock, Ship Of Doom, The Boggit, Eye Of Bain, Hobbit, Tir Na Nog, Temple Of Vran, Valkyrie 17, Warlord, Zzzz* and *Zacaron Mystery* (part the first).

Chris Jones says if ever I'm in need of a *Kind Soul* then he'd be honoured to join this exclusive band. And quite right too. Before I forget it (as if I would) Chris's address is 32 Harington Road, Formby, Lancs L37 1NU and his list of successes is: *Eureka, Hobbit, NeverEnding Story, Hunchback III, Gremlins, Black Forest Chateau, Bored Of The Rings, Heroes Of Karn, Zacaron Mystery* (parts the both), *Seabase Delta, Classic Adventure, Message From Andromeda, Inca Curse, Mafia Contract II, The Helm, Invincible Island, Fourth Protocol* (parts the first and third), *Spiderman, Hulk, Hacker, Fire On The Water, Pyjamarama* and *Three Wallies In Paradise*...sorry, *Three Weeks In Paradise*.

Some *Kind Souls* come in pairs, one such (or two such) being **Bruce Webb** and **Keith Durie**. They offer help on *Hulk, Spiderman, Red Moon, Hampstead, Boggit, Hobbit, Sherlock, Rebel Planet* and *Robin Of Sherlock*. They also offer maps at 20p each for the first two titles and 50p each for the next four. Anyone interested write c/o Keith at 19 Grennan Road, Penpant, Thornhill, Dumfries DG3 4BS.

Another reappearance for **Jackie Holt**, 36 Eland Street, New Basford, Nottingham NG7 7DT, and in addition to the adventures listed in an earlier issue for Jackie, she's since added *Ludoids, Noah, Souls Of Darkon, Ten Little Indians* and *Message From Andromeda*.

Another *Kind Soul* coming back for more is **Harry Maton**, 2 Leslie Park Road, Croydon, Surrey CR0 6TN, who says he was inundated with about 20 letters after his March appearance. Harry's since finished the following which he's also prepared to help on: *Jewels Of Babylon, Seabase Delta, Galaxias, Mafia Contract II, Mural, Robin Of Sherlock, Eye Of Bain, Microman* and *Hulk*. Just to make sure he regrets telling me, I'll repeat Harry's previous list: *Planet Of Death, Inca Curse, Ship Of Doom, Espionage Island, Golden Apple, Mountains Of Ket, Temple Of Vran, Holy Grail, Subsunk, Kentilla* and *Valkyrie 17*.

LOST SOULS

A *Kind Soul* who's lost is **Jackie Holt**, on the verge of going mad at 36 Eland Street, New Basford, Nottingham NG7 7DT. There are several reasons for Jackie's impending insanity, and anyone who can help her fend it off for another few months would be well thanked. How to get through the door in the weaving room, having inserted 18 coins in it? That's in *Ziggurat*, and in *Custerd's Quest*, how to get out of the castle having got the armour and the treasure and raised the portcullis? Finally Jackie wants to know how to get the pods without getting killed in *Terraform*.

Please please please, says **Ricardo Mapp**, is there anyone else out there playing *Here Comes The Sun*? Not even the publishers, Alligata, can help him on this one. Well, I've got an address for you at last, Ricardo, and that's **Tony Worral**, 328 The Maltings, Penwortham, Preston, Lancs PR1 9FD. Ricardo also needs help, though, on *Tinderbox* and *Necris Dome* where he doesn't know how to escape once he's initiated the destruction sequence. Help to Mr Mapp at 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 0QH.

Attempted bribery is always a good way to try to get yourself into these pages, especially in the form of a few beers, which are promised me by **Kevin Cunningham**, 10 St Bernard's Road, Whitwick, Leics LE6 3GU. Maybe you can earn some too by helping Kevin on an elderly graphic adventure from The Edge called, appropriately enough, *That's The Spirit*. Kevin needs to know how to dispose of the cat, how to walk through the church without losing your sanity, where to use the paint and spray gun, and where to use the key found near the start.

YS MIDSUMMER MADNESS · INFOGRAMES

Win Ten Infogrames Sweatshirts

36. Who was the fourth member of the Three Musketeers? (*Whaaaat? Ed*).
a) Inspecteur Clouseau?
b) D'Artagnan?
c) Sacha Distel?
C'est facile, eh? Très bien! Now write votre answer on le coupon sur page 56 et voilà!

YS SOLUTION DRACULA II

WARNING: A *YS* Solution can seriously damage your adventure playing, so don't read on unless you really want to know.

Here is the promised solution to part two of the adventure dealing with the fanged fiend, and fangs for this are due to ***John Barnsley****. I suspect he's getting a bit long in the tooth himself these days!*

When in the coach, look around, examine the woman and then her eyes close your own eyes, wear what she gives you, then wait several times till you're asked if you're visiting Count Dracula. Say YES, board the other coach, look around again, remove the cross, lift the seat, insert the cross and turn it. Open the door and examine to find the blankets.

When at the castle go S, W then look around, go up, look around, examine the frame then the bat then the mouth, feel the mouth and a door will open. When you wake, look around (yet again), examine the table, take the tray and examine it, examine the bed, go north, take the cloth and polish the tray.

Look around, W, W, wait (several times till you sleep then wake), then wait again till the Count leaves you alone in the dining room. Examine the table, take the bottle and throw it, then take the shard, go W, S, W, wait (till you see Dracula crawling out of his window and it's morning again), then E, W, get the cross, wait (several times, yawn, this is worse than *The Colour Of Magic*), wave the cross, take the shard, go east twice, examine the window, cut the cord, W, W, N, look around, open the door, N, move the rail, S, move the wardrobe, S, E, S, W, S, take the lamp, N, E, N, W, D, D, D, W, drop the lamp, tie the cord, drop the shard, wait, D, look around, lift the carpet, open the trapdoor, go down, look around, open the box, drop the cross and go south three times.

END OF PART TWO
Stay tuned for part three...



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THANATOS

In this magical game you take control of a dragon, Thanatos the destroyer, whose eternal destiny lies in conflict with the forces of the underworld. The dragon which is very large and superbly animated, flies, walks, swims, and burns its way through the landscape. The game features fantastic landscapes with a totally new panoramic scrolling action.

"Wow! This game is really amazing: stunning, astounding, brilliant! The tune on the title screen is very nice, but the graphics are absolutely superb." CRASH, December 1986 (overall rating 93%)

£9.95 Spectrum cassette
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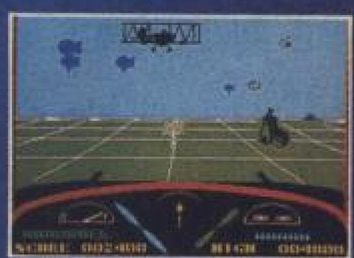
DEEP STRIKE

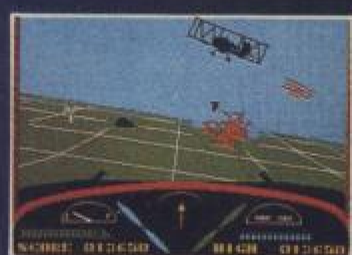
At last an opportunity to try your luck against the Red Baron and his flying circus of World War I flying aces. This game not only lets you take-off in a fully armed fighter, but also gives you control of the four bombers of your DEEP STRIKE attack force. It uses the latest techniques to bring you a smooth-scrolling and tilting 3D landscape viewed from the cockpit in full colour.

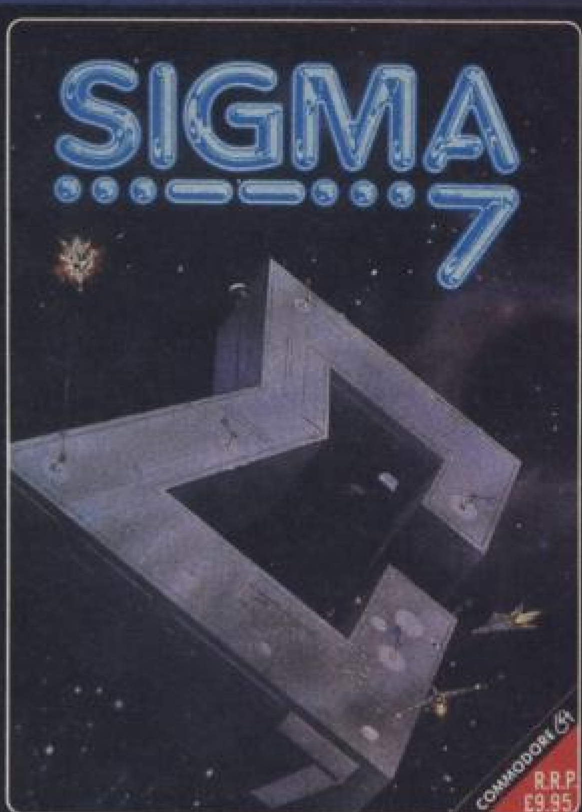
"...after a few games I really got into it. The way you can bomb the ground features (especially churches) makes the game much more enjoyable than if you just had to shoot planes!Overall a game that you should come back to quite a lot in the future." AMTIX, February 1987 (overall rating 71%)

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SIGMA SEVEN

An all-action arcade game featuring imaginative state-of-the-art 3D graphics and exciting synthesised sound. There are seven increasingly more difficult stages to the game which starts-out easy but ends-up almost impossible. Each stage is split into three phases : first take a space-fighter and blast your way to the next station through swarm-mine defences, then free that station's internal pathways of killer-robots and radioactive deposits, to finally reach the remote-controlled main panel which must be reset within a critical few seconds.

"I really like this – it has three neat mini-games all of which are very playable and addictiveThe graphics are really crisp and clear with a beautiful starry backdrop..." ZZAPP, February 1987 (overall rating 70%)

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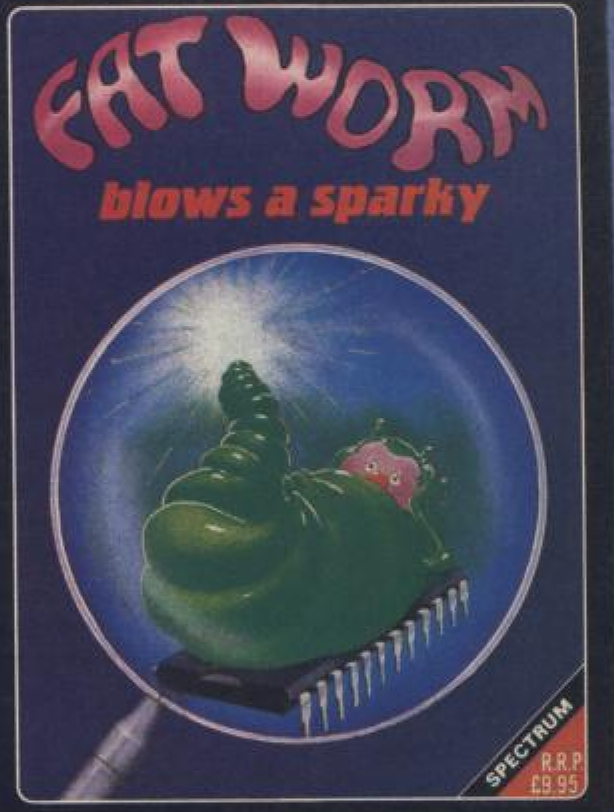
Telephone: (0823) 54489

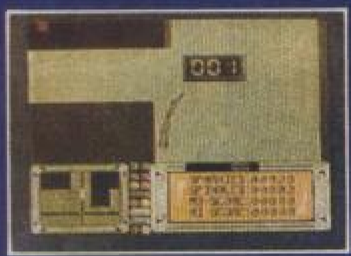
FAT WORM BLOWS A SPARKY

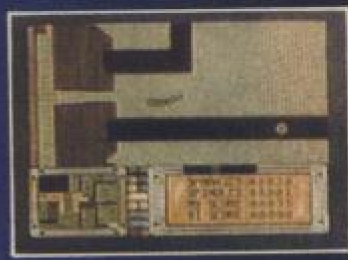
Now for something completely different. You are an insidious little wormie being chased through a Sinclair Spectrum by creepers in sputniks and crawlers on feets. Defend yourself by shooting burper sparkies at the crawlers, and blaster sparkies to take-out the sputniks. You'll see the computer board in a smooth-scrolling 3D viewed from above, as you crawl around in search of a disk drive on which to clone yourself.

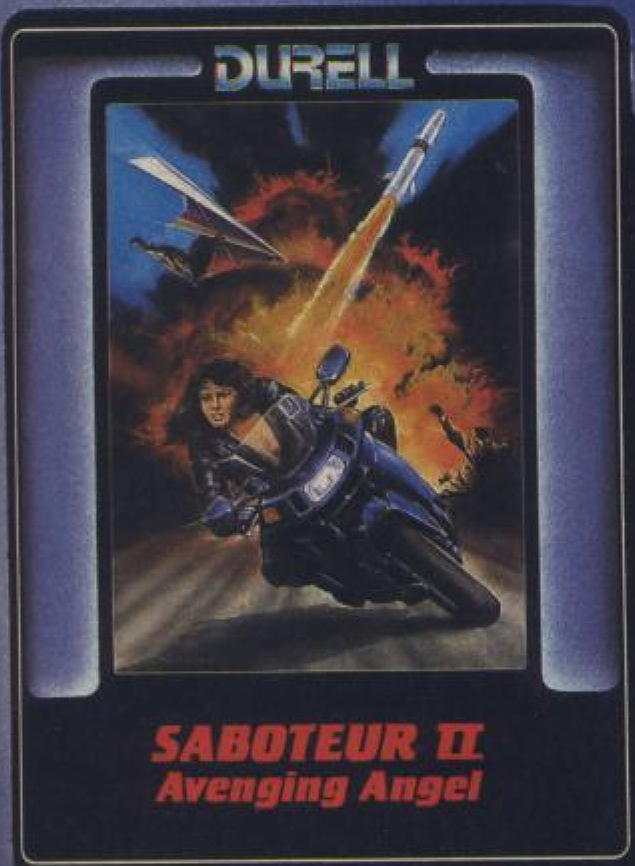
"Playability and addictiveness are of the highest standard, but as for the graphics – well, what can I say! As far as animation and solid 3D goes, this is probably the best I have ever seen" CRASH, November 1986 (overall rating 95%)

£9.95 Spectrum cassette only







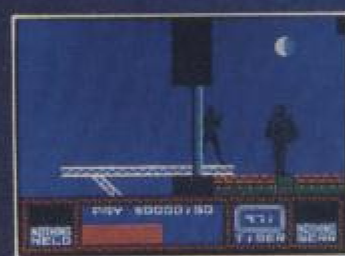


SABOTEUR II – Avenging Angel

A follow-up by the original author, where as the Ninja's beautiful sister, your mission is to revenge your fatally wounded brother. The rebels have found that the disk he stole in "SABOTEUR" also contains data for one of the dictator's missile silos. Your job is to fly in by hang-glider, fight your way through the security guards, pumas, dogs and radio-controlled robots, to seek out some top secret punched tape to activate the missile's launch control. Launch it, disable the electric perimeter fence, then break-out by motor-bike. Over five hundred locations, three buildings, underground caverns, intelligent guard dogs and stupid guards.

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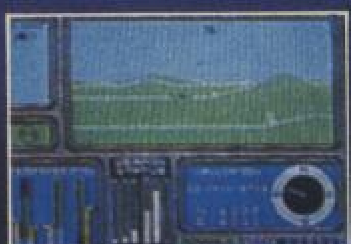
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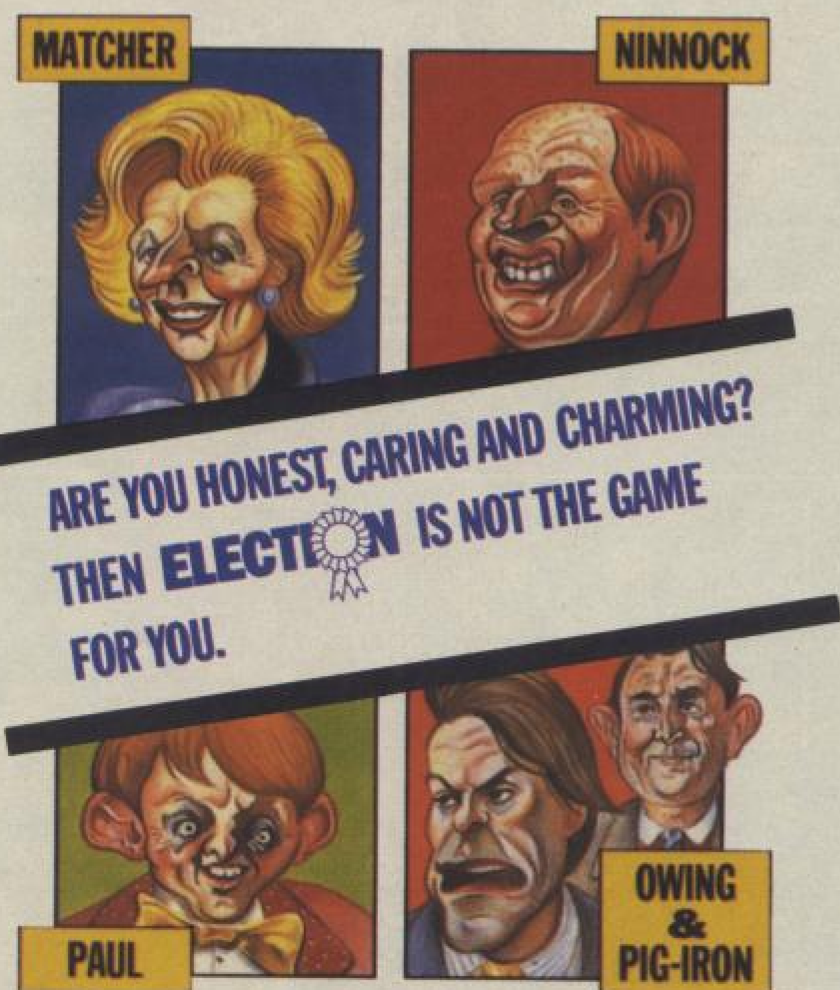




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All Durell games are also available by mail order, with no charge for postage or packing. Just include a postal order or cheque made payable to "Durell Software Ltd", along with your name and address, your computer, and the title of the game you wish to purchase. Your game will be sent by return-of-post. **Note: Amstrad disks** are only £9.95 by mail order!

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■ 48K Spectrum — £80, keyboard (transform) — £70. Phone Peter or David on Leeds (0532) 667984 after school. Also Spectrum+ with Interface 1 and microdrive plus 36 cartridges for £100.
■ For sale: 48K Spectrum, comes with as new Rotronics Wafadrive and five wafas, plus around 40 games — £80 ono. Write to Andrew Hedges, 17 Parkwell Crescent, Warmley Tower, Bristol BS15 5HP.
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■ For sale: Currah MicroSpeech, complete. Will sell for £15 or swop for 128K software. Write to Thomas Keating Jnr, 10 Avondale Drive, Greystones, Limerick City, Eire.
■ Serial 8056 printer and two rolls of paper plus RS232 worth £80. Swop for Alphacom 32 and paper or top software such as *Elite, Silent Service, Ace Of Aces* or cash offer. John Morton, 7A Balfour Street, Burton Upon Trent, Staffs.
■ For sale: Rotronics wafadrive including five wafas and Multiface 1 as new, one month old, only £75. Phone (0244) 379232 and ask for Marcus.
■ Spectrum 48K, joystick, interface and 30 games for £40. Multiface 1 £20. Quick sale needed. Write to Steven Green, 4 Netley House, Dalwood Street, Camberwell, London SE5 7EY. PS. Chris W — the QS Turbo is on its way!
■ 48K Spectrum+ for sale. Needs new membrane (£10ish). Comes with massive software collection, Currah Speech and Comp Pro 5000 joystick — £90 ono. Phone Mansfield 823647 and ask for David. Please phone at weekends or after 4pm on weekdays.
■ Q: What's more exciting than T'zer's stockings? A: My DK'Tronics programmable interface, that's what! Swop for 32K RAM pack or sell for £20. Phone (02572) 78439.
■ Sex! Now I've got you here I want a Sinclair pocket TV quickly for two interfaces, a Quickshot joystick and seven games or a boxed Spectrum. Well, go and phone Andy on (08353) 518. Now!
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■ Spectrum+2 128K plus £50 worth of software — only two months old. Cost new — £210. Will sell for £140, plus joystick and interface. Phone (0474) 534247 after 5pm and ask for Kuljit.
■ I would like to swop *Enigma Force, Spellbound, Formula One Simulator, Devil's Crown* and *Video Olympics* for a Currah MicroSpeech. Must be in good condition. Phone Ian on 01-557 1369 after 5pm.
■ Spectrum 48K cassette recorder, joystick and £50 worth of games. Will sell for £50 or will swop for medium quality printer. Please write to M. Cook, 26 Warrens Mead, Sidmouth, Devon EX10 9RT.
■ Will sell my Snapshot 2 and possible software for £20. My games include *Enduro Racer, Ghosts 'n' Goblins, Space Harrier, GAC, 1942, Paperboy* and lots more. Write to Paul, 20 Hanby Avenue, Altofts, Normanton, West Yorkshire WF6 2JL.
■ For sale: Sinclair 16K ZX81 with DK'Tronics keyboard — £30. APF joystick interface £15, joystick £5. Sharp tape recorder £10. Please phone Dave on (0304) 364584.



Have you got hardware in the house, software in the cellar and penpals in the parlour? You have? Then put a free ad in *YS* and get them all swopped around.

SOFTWARE

■ Will swop *Tapper, Avenger, Impossaball* or *International Match Day* (128K) for *Fist II, Arkanoid, Auf Wiedersehen Monty* or *Double Take*. Write to Anthony Bellingham, 46 Buryfield Road, Solihull, West Midlands B91 2DG.
■ Will swop *Ace, Paperboy, Infiltrator* and *Stainless Steel* for *TT Racer, 1942, Avenger* and *Dandy*. Please phone Thomas on 041-773 2063.
■ Wanted: *Super Soccer, Deep Strike, Starglider* and *Thanatos*. Swop one for one with *Ping Pong, Alien, Elite, Booty, Ace, Arcade Hall Of Fame, Starion, Skyfox, Mat, Firelord, Uridium, Redhawk*. Phone Michael on (0859) 2407.
■ I have loads of great games to swop, here are some of them: *1942, Movie, Street Hawk, Batman, Uridium, Firelord*. Will swop *Dragon's Lair* or any good games. Phone Stephen on Lea Valley 768909 between 4 and 5.30pm.
■ Will swop *Alien Highway, Equinox* and *Avalon* for either *Art Studio* or *Starglider*. Will swop *Nemesis* for *Space Harrier*. Please phone Peter on 01-367 9346.
■ I want *Super Soccer, Leader Board, Trivial Pursuit* or *Scalextric*. I'll offer in return *Fist II, Trapdoor* and *Enduro Racer* among others. Contact Sanjoy Sen, 4 Snipe Close, Holymoorside, Chesterfield, Derbyshire.
■ Dutch ZX Spectrum crew (ABC) wants to swop with people all over the world. We've got over 300 games to swop including *Space Harrier, Cobra, Avenger, Druid, Deep Strike* and many more. Send your list to R Geerling, Soutelandelaan 51, 25g7 EW Den Haag, Holland.
■ Anyone in Sheffield want to swop games with us? If so then write to Nigel Vawser, Flat 3, Block S, Newfields Farm Close, Gleadless, Sheffield S14 1LY. Do it now!
■ I will swop *Infiltrator, Dandy, Uridium, Future Knight, Space Harrier* and many more for *Elite, Nemesis*, any new Ocean or Imagine games. Phone Craig on 041-886 5467.
■ Any football management games that I haven't got for any of *Supertest, Saboteur II, Superbowl*. Write to P. Phillips, 29 Ormestone House, Bristol BS13 9HG.
■ Will swop *Tasword II, Xcel* and *VU-3D* for *Gauntlet*. I do have other games to swop so send your lists to Stephen Cooper, 190 Dover Road, Walmer, Deal, Kent. All letters answered.
■ Swop *Rambo, Mikie, V, International Karate, Spy Hunter, Buck Rogers, Ghosts 'n' Goblins* and *Westbank* for *Elite*. Write to Richard Houghton, 3 Catchpole Walk, Dickleburgh, nr Diss, Norfolk.
■ I have over 700 games to swop. Send your list for mine. All letters answered. Martin Moller, Solbakkevej 7, 7W80, Vildbjerg, Denmark.
■ Free money! Only joking. But the first one to send me *Quill* with instructions gets *Jailbreak* and *Chequered Flag*! Write to Nick Kelly, 66 Walled Gardens, Castletown, Celbridge, Co. Kildare, Eire.
■ Swop my *Frank Bruno's Boxing, Hacker, Planetoids* or *Shadowfire* for any good strategy game, especially trading games, or two for your *GAC*. Please phone Graeme on Brinscall 831017 after 5pm.
■ Swop *Gauntlet, Commando, 1942, Impossaball, Saboteur, Transmuter, Knight Tyme* and many more for *Warriors, War, Nemesis, Rogue Trooper, 48K Art Master*; two for one perhaps? Phone Godalming 22293 and ask for Simon Rolls.
■ Can anyone swop these? My *Space Harrier* for *Enduro Racer; Xcel* and *Sinbad And The Golden Ship* for *Pole Position; Decathlon* and *Brainache* for any of *Popeye, Trap Door, Young Ones* or *Geoff Capes*. Please phone (0533) 778119 and ask for Steve.



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b) Wally Week?
c) Wally Hammond?
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YS 19

WANTED

■ Wanted — Specdrum — will swop for *GAC, Fairlight II* and *Elite*. Any other offers welcome. Ta! Martin Hadfield, 60 Skagen Court, Halliwell, Bolton, Lancs BL1 2JE.

■ Wanted — *Stars On 128*. Will swop for any two of *Elite, Dan Dare, Green Beret, Aliens, Chequered Flag, Hypersports*. I also want a Mach 1+ — will swop for any two of above. Graeme Love, 18 Meikleholm Side, Langholm, Dumfriesshire, Scotland.

■ Wanted — Opus Discovery disk drive. Will swop *Dodgy Geezers, Adrian Mole, Dan Dare, Frankie, Runestone, Hacker, Talisman, Off The Hook, Zub, Ollie And Lisa, Cyrox, Molecule Man, Formula One Simulator, Spytrek, Hulk, Spiderman* and 16 other old or budget games. Jason McLaughlin, 6 Dorothy Avenue, Cranbrook, Kent TN17 3AN.

■ Wanted — any of Peter Gabriel's old records/tapes. 12" or 7" singles and albums. I'll swop for any of my software/hardware. Write to Dave Wild, 22 Lansbury Road, Edwinstone, Notts GN21 9QJ.

■ Stop! Read this — I urgently require any type of disk drive/microdrive which is in good condition and compatible with the ZX128K Spectrum. I will pay £50, or £60 with a guarantee. Please phone Peter on (0425) 53364.

■ Wanted — Videoface Digitiser. Will swop for many games and utilities. Please phone Simon after 5pm on 01-958 9118. I'd also like a Snapshot 2 or a Multiface 128.

■ Wanted — Opus disk drive or microdrive and interface 1 or wafadrive. Will swop for *Starglider, Uridium, Dandy* and a cash adjustment. Write for a quick deal to Lee Hodgson, 54 Church Street, Tewkesbury, Glos GL20 5RZ.

■ Help! I'm going insane! I need *Lunar Jetman* now! Will swop for *Uridium/Bomb Jack II*. Please phone (0223) 61482 after 6pm and ask for Peter. Weekdays only please, but be quick! Aaaarrrgh!

■ Wanted — *GAC*. Will swop for *The Great Escape, V, Dandy, Aliens*. Please write to Kirk Bowe, 15 Honeysuckle Drive, Walton, Liverpool, L9 1JL.

■ Wanted — ZX printer paper and DTS 128 and Music Box. Will swop for the following — *Sweevo's Whirled, NeverEnding Story, Commando, Screenplay, Hobbit, Wham! Music Box, Rock 'n' Wrestle*. Write to Graham Benham, 34 Walnut Lane, Chickenley, Dewsbury, W Yorks WF12 8NG.

■ Wanted — tips, hardware and any software (48K Speccy) in good nick to swop. Send your list to Sam Keefe, 40 Maisemore Gardens, Emsworth, Hants PO10 7JX.

■ Wanted — Omnireader. Must be in good condition. Will pay up to £25 with box and instructions. Write to M Payne, 5 Bassett Road, Coundon, Coventry, W Midlands.

■ Wanted — *FA Cup Football* by Virgin. Will swop for *Tau Ceti* or *Konami's Golf*. Please write to Martin Davies, Wharncliffe House, The Street, Marham, Kings Lynn, Norfolk PE33 9SZ.

■ Wanted — Multiface 1. Will swop for software, including *Great Escape, Frostbyte, Cop-Out* and other current titles. please write to Stuart Steele, 9 Denham Crescent, Mitcham, Surrey CR4 4LZ.

■ Wanted — *Heartland, Fist II, Jailbreak, Dan Dare, Cobra*. Will swop for *V, Underwurlde, Sabre Wulf, Jack And The Bean Stalk, Bounty Bob Strikes Back*. Please write to Gavin Forrest, 5/27 Hailesland Park, Edinburgh, Scotland EH14 2RX.

■ Wanted — *Vera Cruz, Kayleth, Thanatos, Bugsy* and *The Boggit*. Will swop for *HOTM, Rebel Planet, Trap Door, Universal Hero* and *Spellbound*. Also want to learn how to hack into games so please share your skills with me (*Or you could read the 4 page Hacking Special in the June issue! Ed*). Write to Andrew Pendrick, 2 Chalk Lane, Ixworth, Bury St Edmunds, Suffolk IP31 2JE.

■ Wanted — Cheetah SpecDrum. Will swop for *Tomahawk, Beach Head II, That's The Spirit, Stagecoach, Bounty Bob Strikes Back, Terra Cognita* and either M-Coder II or Specventure. Please phone (0235) 28123 and ask for Mike.

■ Somebody, somewhere, must have *Rebelstar Raiders* and the expansion module by Red Shift. I will swop something for them (other Red Shift games wanted too.) Please phone (0483) 224016 anytime.

■ Wanted — *Animator 1*. I will swop something for it. Please write to Simon Goddard, 2 Woodland Road, Wath On Dearne, Rotherham S Yorks.

■ Wanted — *Paperboy, Cobra, Bomb Jack II, Yie Ar Kung Fu II, Saboteur II*. I will swop *Underwurlde, Hobbit, Rebel Star, Incredible Shrinking Fireman, Styx* and lots more. Please write to Darren Whiteside, 32 Hoyle Avenue, St Annes On Sea, Lancs FY8 3BS.

■ Wanted — Interface 1 and microdrive. Send a letter to me for a list of 11 top games which I will swop for the above. Jonathan Evans, The Gables, Gateforth Lane, Hambleton YO8 9HP.

■ Wanted — disk drive for 48K at a sensible price. I've got a Scotch photocopier as new and will swop for software, hardware, or anything interesting or useful. All letters will be answered. Martyn O'Connor, 56 Whittington Hill, Old Whittington, Chesterfield, Derbys S41 9HA.

■ Help wanted! Inexperienced hacker needs help. Doesn't know the first thing about hacking, only that I need a monitor?? Write to Scott Haldane, 3 Belsyde Avenue, Drumchapel, Glasgow G15 6AN.

■ Wanted — *Step By Step Programming For ZX Spectrum+* by Ian Graham in vgc. Will pay £5. Please phone (0709) 873845 and ask for Ian after 4.15pm. First reply secures.

■ Wanted — Alphacom 32 printer. Reward — *Bomb Jack, Time Machine, Seas Of Blood, Wriggler, Starquake, Spectipede, Ghostbusters, Son Of Blagger*. Please write to Anthony Brooks, 66 St John's Road, Staveley, Chesterfield, Derbys S43 3QW.

■ POKEs, tips, maps needed for *Lord Of The Rings, Hobbit, Saboteur, Stainless Steel, Fairlight, BMX Simulator, Fist* and any other games. Phone me on 01-554 5849 and ask for Dennis.

■ Wanted — *Beaver Bob*, any of the Monty range, *Potty Pigeon, Sam Stoat*. Will swop for *Max Headroom*. Please phone Roger on (0268) 771249.

MESSAGES, CLUBS & EVENTS

■ I need an Opus Discovery disk drive — please help! Phone 091-455 0395 and ask for Gordon.

■ Tape mag for Speccy 48/128/+2 and soon on the +3. Don't forget to tell Sid joke! Send a cheque for £1.50 to Richard Sutton, 22 Bridle Close, Banbury, Oxon OX16 9SZ.

■ Software Exchange Club. Best in known cosmos (also unknown cosmos). Just send an sae for details and a membership form. Write to SSSC, 178 Forest Road, Kingswood, Bristol BS15 2EN.

■ Aiya Leather of 3S! Your birthday has come once again, you're getting old, but then again, who isn't? I'll probably have to get you a packet of melon seeds! From me.

■ Send 20p and an sae and you will receive a great booklet full of POKEs, tips and competitions. Andrew Coe, 35 Heathway, Shirley, Croydon, Surrey.

■ *GAC* owners — want more memory, 100 per cent better response time, titles screen, 15 different fonts, font designer etc? Write for full details to Lee Hodgson, 54 Church Street, Tewksbury, Glos GL20 5RZ.

■ Rampage. The Spectrum users' cult magazine. Absolutely jam-packed full of reviews, news, tips and maps. Send 45p for your copy of issue 1 to 1a Ansdell Road, Harwich, Bolton, Lancs BL6 7HJ.

■ To Sapio (?) in Uboldo, Italy who has a Spectrum — Please write your address next time! Eric Jensen, PO Box 1192, S-25111 Helsingborg, Sweden. PS It was an interesting list of programs!

■ New 128 +2 owners lost in software jungle. Would appreciate advice on good programs, hints, POKEs etc. Will answer all letters. Would also like to swop software. Martin and Barbara Veale, 2 Rookery Road, Bicker, Boston, Lincs PE20 3DA.

■ New! Spectrum review magazine! EPROM. The irregular alternative. Look out for the rave reviews in the computer press! Only 80p, so send a postal order to Tony Worrall, 328 The Maltings, Penwortham, Preston, Lancs PR1 9FD.

■ The Jupiter Ace User Domain Resource Centre — software and hardware projects free of charge. Write to Ian Jones, 21 Dene Street, Pallion, Sunderland, Tyne and Wear SR4 6JB.

■ Roll up for a chance that cannot, and must not, be missed. For a limited period only — DGC Maps, map and POKE suppliers for the Spectrum, will be including a free gift with each order. Send an sae to DGC Maps, 385 Duffield Road, Allestree, Derby DE3 2DN. Hurry!

■ 50 games tips, loads of hints, POKEs and info. Only 50p inc. p & p. Write to Grant Edwards, 19 The Maltings, Kings Langley, Herts.

■ Adventure Help Club is back! Just send an sae for more details to AHC, School House, Detmold Road, Upper Clapton, London E5 9NL. We cater for *GACs* too! It's free!

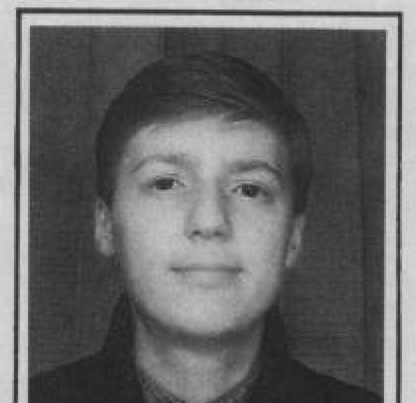
■ Adventure Swop Club. Swop old adventures for new ones. Send a tape and sae with a list of at least ten games you want, plus a PO for 50p. If there's been no swop after a month then your tape will be returned. Wayne Styles, 31 Dequincy House, Sutton Estate, Salford, Manchester M6 7BU.

■ Hi Chris, and everyone else in King's Lynn. I bet seeing this message will surprise you. From Nigel in Abingdon.

■ Urgent! Will Simon Roebuck please contact Grant Edwards as soon as possible. Please phone (09277) 66501.

■ Attention! An amazing 455 POKEs for top games for only £1. Just send an sae to Chris Hill, 17 Lansdowne Crescent, Worcester WR3 8JH.

PEN PALS



■ Penpals wanted, male/female, any nationality/age to swop computer and music tapes. I have the latest, eg *Nemesis* and *Now Music 9*. Guaranteed reply. Please write to Steve Drake, 30 St Mary Street, Dundee, Scotland DD1 5RA.

■ Calling all 13 to 15 year olds. I would like a female penpal with whom I can swop games, hints etc. A photo would be nice. Please write to Richard Trotman, 5 Western Road, Plaistow, London E13 9JE.

■ Help! Are there any 16+ females whose interests are something other than computers and do you also like Level 42 and other good music? Well don't hesistate. Write with piccy to Gavin Ball, 275 Clayhall Avenue, Barkingside, Ilford, Essex IG5 OTE

■ 15 year old male would like an attrctive female of the same age. English only please. You don't have to be a Speccy owner. Please write to Leon Page, Blewsden, Ferry Lane, Medmenham, Marlow, Bucks SL7 2EZ.

■ Lonely 15 year old male seeks 15+ female. Must be good looker. I am interested in games on the Speccy and having fun. Please write to Mark Gash, 44 Pimms Grove, High Wycombe, Bucks HP13 7EF. A photo would be appreciated.

■ Do you live in Hereford? A good-looking (honest!) (*Oh yeah? Ed*) male (17) looks for a shy attractive female (16-18) in the Hereford area. Please send details (photo?) to Nigel Carter, 3 Grove Road, Hereford HR1 2QP.

■ I would like a female penpal between 14 to 16. I am 16 and I like computers and music. Please write to Trev at 21 Pound Green, Guilden Morden, Nr Royston, Herts SG8 OJZ. Please send a photo.



■ Hi fans, I'm Ben Moynihan, I'm almost 12 and I'm a Specaholic. I would like a penpal aged 10 to 13, male or female, humanoid or other. Please write to 3 Chaucer Close, Blacon, Cheshire CH1 5XB.

■ Two males require two females 16+. You don't need to be a computer freak, just into music and having a good time. Guaranteed reply. Please send photos. Chris Hull and Jon Sparkes, 56 Himley Road, Tooting, London SW17 9AW.

■ 12 year old male seeks a pretty female (same age). Please write and send a photo to William How, 2 Little Colemans, Stanford Rivers, Ongar, Essex CM5 9PH.

■ 13 year old male Speccy owner seeks pretty female penpal 13+ who likes meeting new friends. Please send a photo. Write to Matthew Poole, 16 Plantation Road, Wollaton, Nottingham NG8 2ER.

■ 11 year old Speccy owner would like a penpal (male or female), foreign if possible. I am a beginner on the Speccy and would like to learn Basic. I haven't got many games. Please write to Ian Peace, 116 Sandygate, Wath upon Dearne, Rotherham, S Yorks S63 7JR.

■ Fancy a bit of love and passion in Dorset? (*Not as such, thanks. Ed*). 12 year old searching for a mature female of 12. Into computers? Please write to Brendan Cahill, 3 Keybrook Cottages, West Orchard, Shaftesbury, Dorset SP7 OLN.

■ 19 year old boy seeks penpals all over the world. Write in English, Spanish, Arabic or French. Please send a picture if possible. Loïc Barriere, 37 Rue Jean Moulin, 76530 Grand-Couronne, France.

■ Male Speccy owner aged 13 would like attractive female penpal also aged 13 to swop hints, tips and POKEs. Please write to Gavin Forrest, 5/27 Hailesland Park, Edinburgh, Scotland EH14 2RX.

■ 10 year old +2 owner seeks 10 to 12 year old penpal, male or female. Please write to Kathy Brice, 178 Forest Road, Kingswood, Bristol BS15 2EN. Replies guaranteed.



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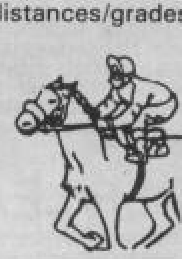
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Tizers

I was sitting in my office. It was a Tuesday, which was strange 'cos I never work on a Tuesday. Red Kippers was out on a case (with wheels — it was cheaper than the bus). My secretary brought me in a coffee — odd 'cos I don't drink coffee. It was then I realised I was in the wrong office — wrong job. It's a hard life being a super sleuth, but how else was I gonna get all the dope on the latest Spectrum games?

I looked out onto the dingy street below — it was then he caught my eye (ow) — slim Ricardo 'Tizzy' Tidsall. A shifty silent figure, he was a wanted man. But he was ready to grass if the price was right. I decided to go on down to hear what was happening in the US Gold underworld. "Are you alone?" he asked. Ever since my cat died — yeah. "I've got some news from the gang. **Metrocross**, a whizzy arcade conversion, is out next month. We've also got two new versions of **Leader Board**. **Leader Board Tournament** is



Basketball 2-On-2, just a third of Activision's *Sports Pack*

similar to the original but it's got four new courses and it's really tough. In July there's **World Class Leader Board** which has four more courses, three of which are based on courses around the globe. The fourth one is a compilation of real tough holes and the whole lot will have no water but a proper landscape with trees." It sounded a hard story to swallow (gulp) — was the Speccy capable of it? I'd soon find out.

I turned and he'd disappeared in a puff of smoke. He'd left a clue though — a scrap of paper with the words 'arcade conversions' scrawled on it. It was all there in black and white. Funny that, 'cos the biro was blue. "**Last Mission** — an eight level shoot 'em up that'll scroll eight ways. Probe Software are the guys responsible and the levels include oceans, deserts, mountains, cities and space ending with a confrontation with the Mothership. **Rygar** — a left to right scrolling fighting game with a synthesised voice that shouts 'Let's Fight' at the beginning of each round. Hits the streets in August. **Solomon's Key** — a heavily disguised platform game. Every screen must be solved by building or destroying bricks and finding a key to the next level." Suddenly it dawned on me, there was gonna be a lot of action on the Speccy this Summer.

Still, I had a lead. Strange 'cos I'd never had a dog. I pulled out the cable in my mail box (all the street lamps went out) and opened it slowly and began to read, "CRL releasing new games. STOP. **Spearhead** by Simon Golding who wrote **Short Circuit**. A helicopter shoot 'em up STOP. Due out in July. STOP. **Frankenstein** awarded 15 certificate by the British Board Of Film Censors. STOP. **Plasmatron** — a space shoot 'em up. STOP. Powerhouse releasing a compilation of cheapies for £8.99. No details. STOP." I wondered who this geezer STOP was? He seemed to know a lot.

I hurried to the phone booth — I had to make contact with the Big Fish. I shoved in a dime and waited. Brrr, brrr. "Hello." It was him — The Man From Piranha. "Okay, you've tumbled us. We've got a new arcade game coming out in June. The boys'll love it. It's called **The Astonishing Adventures Of Mr Weems And The She Vampires** and was written by the RamJam Corporation. It's about this failed



The Final Matrix — more new maths from Gremlin

accountant called Mr Weems, a one-time lion-tamer who's got a rapid fire garlic gun and a taste for vampires. He weems his way into the Mansion of The She-Vampires (the local WI) and vamps his way to the final confrontation with the Great She Vampire herself." I was perplexed — what was I doing in the starring role of a Speccy game. Something fishy was going on and I was the bait.

I decided to go back to the office to see what Red Kippers had turned up. I should've guessed it would only be his trousers. This dude wasn't Streetwise but luckily I'd already found out about the new game — **The Sewer**. The Fat One had seen to that. It was set . . . oh yeah, in the sewer and the Design Design mob were behind it. It smelt — I had to get out of this dump before they got me.

Sirens blared everywhere. It was all around town — Ariolasoft was launching a big one — **The Challenge Of The Gobots** and I hadn't known. I was the chicken stock of the neighbourhood. "What am I gonna do?" I asked aloud. "Pack up the case. With your stuff and get out of this joint" said a voice which was strange 'cos I was alone. It was only the answering machine. Someone had left a message. Gary 'Gatsby' Bracey from Ocean. "Beep. Thought you might want to hear what everybody's talking about. Ocean is bringing out **Basketmaster**, a one-on-one basketball sim with action replay in slow motion close up." I winced. "Yeah, and **Wizball**, a space game that features a wizard who travels round in a space sphere with his cat . . ." This guy's got guts, I thought. "They move through nine worlds, each of three levels, collecting icons that allow them to do the job. They've got to zap different coloured aliens to fill beakers with droplets of each particular colour to move on to



Angry? Or just *Metrocross*? New from US Gold soon

the next world. We've also signed an agreement with Dinamic to market its games over here. Look out for a space adventure called **Game Over**, an astral playboy's search for a spaceship called Freddy Harvest, and **After The War**." Click. The tape had run out and I had no hope of catching it.

I couldn't think straight 'cos my head was splitting — had they axed me from the job already? So far, I knew that Anco was releasing **International Events**, a sports sim featuring powerboating, ski-jumping, dirtbike trials, cross country running, hang-gliding, wind-surfing and velodrome. I'd also discovered that Gremlin was planning a sequel to **Bounder** — **Re-bounder** due out in late June. Not only that but it was launching **The Final Matrix**, a sort of **Spindizzy/ Marble Madness** game also out in June. This June kid must be the key — I had to find her.

Suddenly there was a tap on the window. Which was handy 'cos I needed a wash. It was only a Jimmy Somerville lookalike by the name of Andrew Wright. He'd climbed up the outside of the 20 storey building to hand me the key to this whole goddam mess.

Suddenly, glass crashed everywhere as Red Kippers smashed through the door, his face deathly pale. He pulled a gun. "You'll never sew up this case." he gloated. And then he pulled the trigger. A slug hit me, or maybe it was a snail. A wet patch spread slowly over the carpet, it was sticky to the touch — my blood! It was then I realised it was all over — I was dead meat or very nearly. Red Kippers had always been a weak dick but this! I gasped and panted and my last words struggled from the back of my throat . . . "Act! . . . Activision is releasing three sports sims — **Baseball**, **Basketball 2-On-2** and **Championship Football** in June at £7.99 each. Gasp . . . pant . . . an . . . an . . . and they'll also be available on a sports pack for £14.99." I slumped down onto the desk, my life-blood flowing from my chest . . . "and there are two strategy games on the horizon — **High Frontier**, a war game based on the construction and use of the Yanks' SDI, and **Guadalcanal**, an icon-driven strategy game based . . ." gasp, pant . . . "on the battle of the same name between . . . Gasp, pant, wheeze, splurge" (more blood seeped out) ". . . gasp . . . the Japs and the Yanks in WW2. Gasp" I'd uttered my last — the case was solved. I should have known Red Kippers would shoot his mouth off and I'd be the loser. Top of the world Ma!

Teresa Maughan



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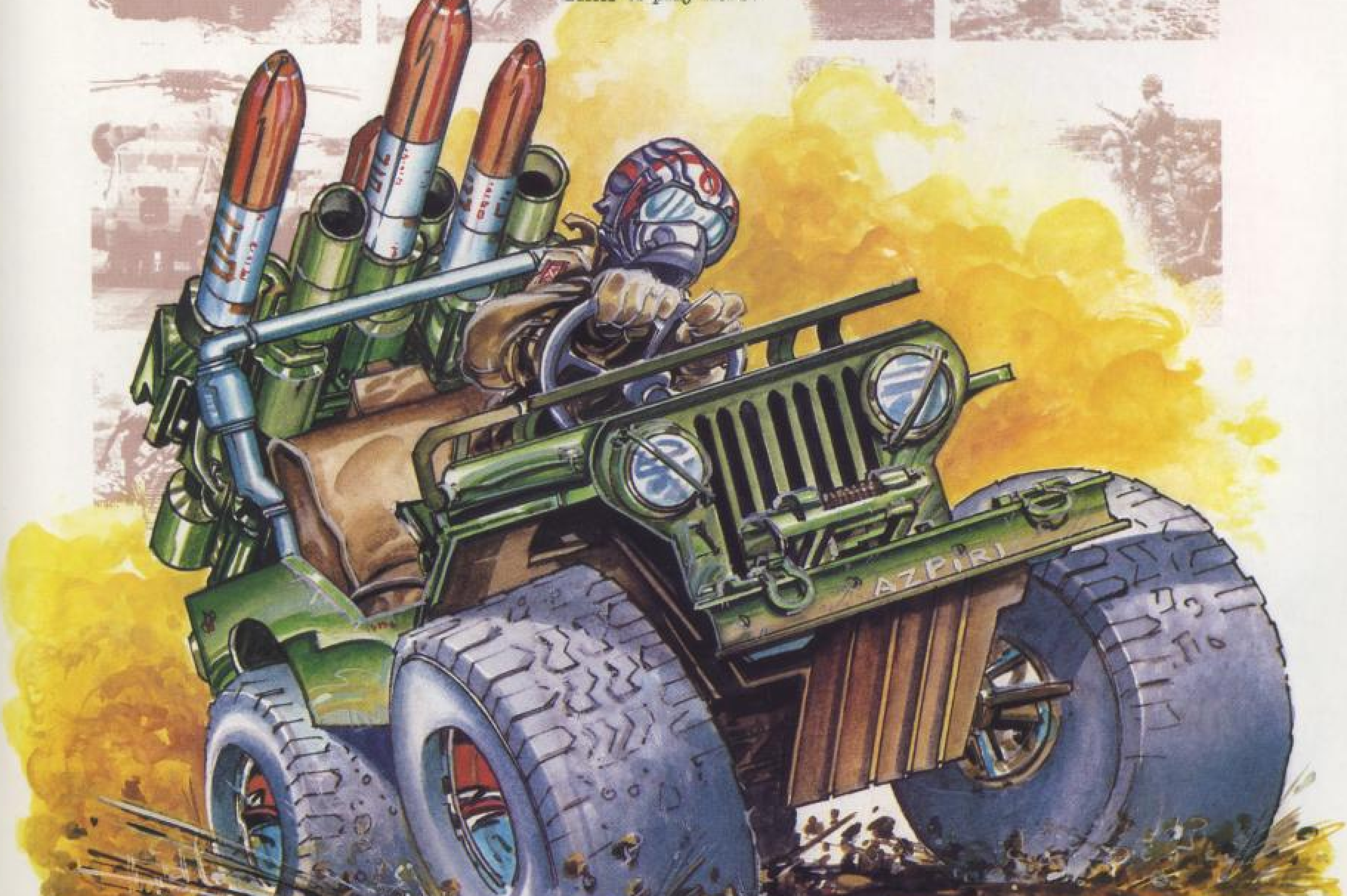
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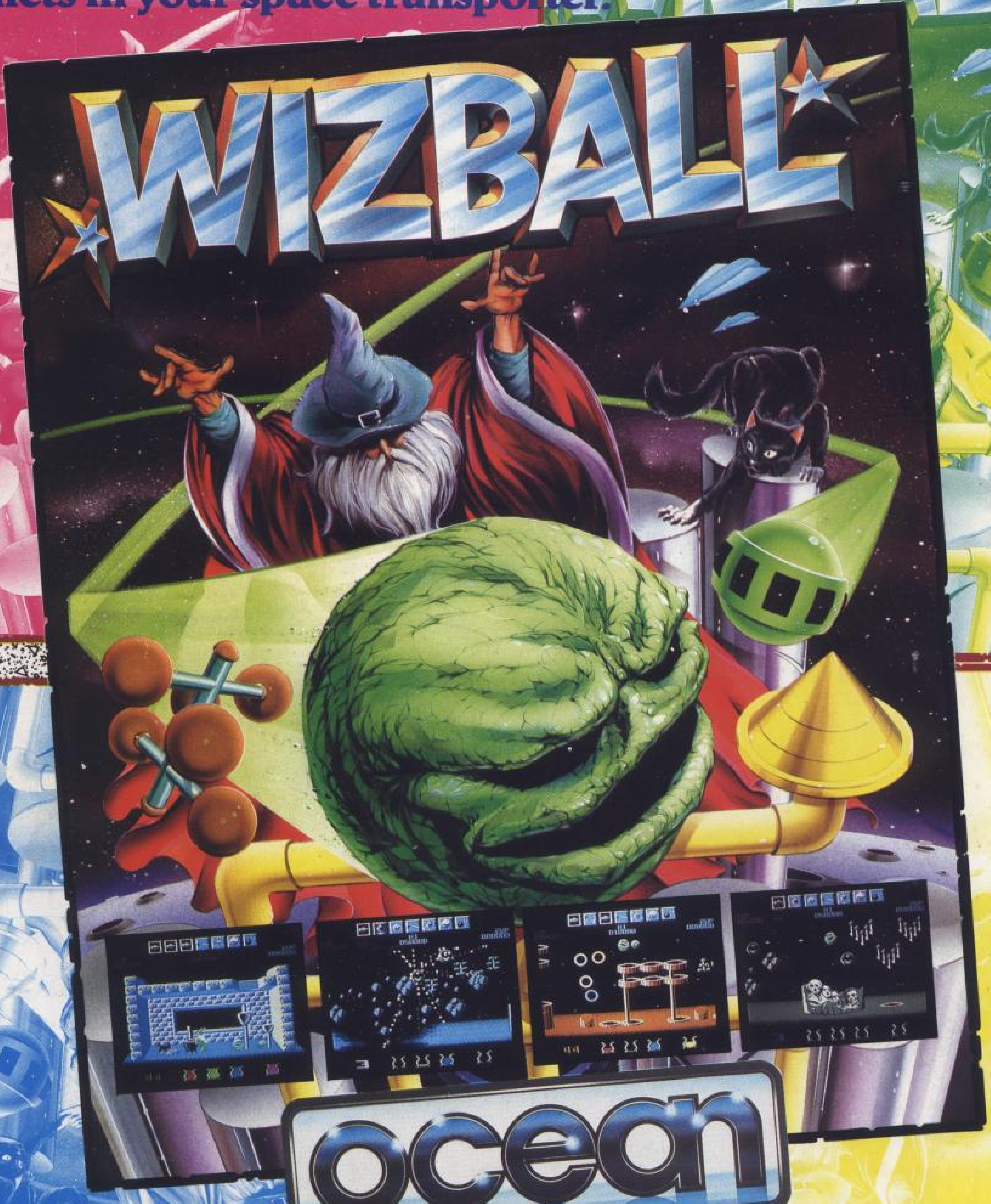
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